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GX4000 CONSOLE

ISSUE 61
OCTOBER
1990
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AMSTRAD ACTION

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- An **absolutely** brilliant birthday covertape!
- A **totally** brilliant birthday boardgame!



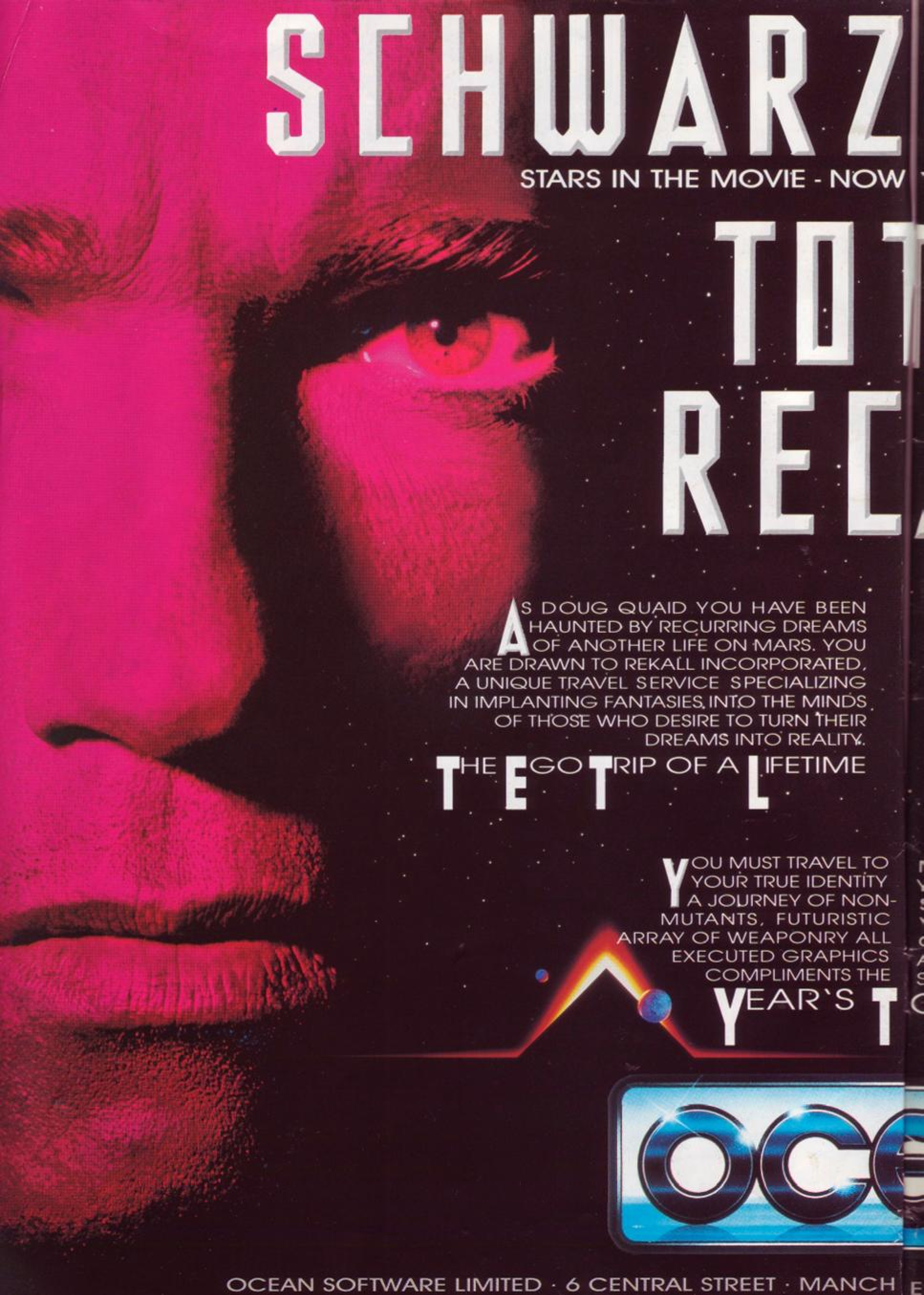
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First console game review!

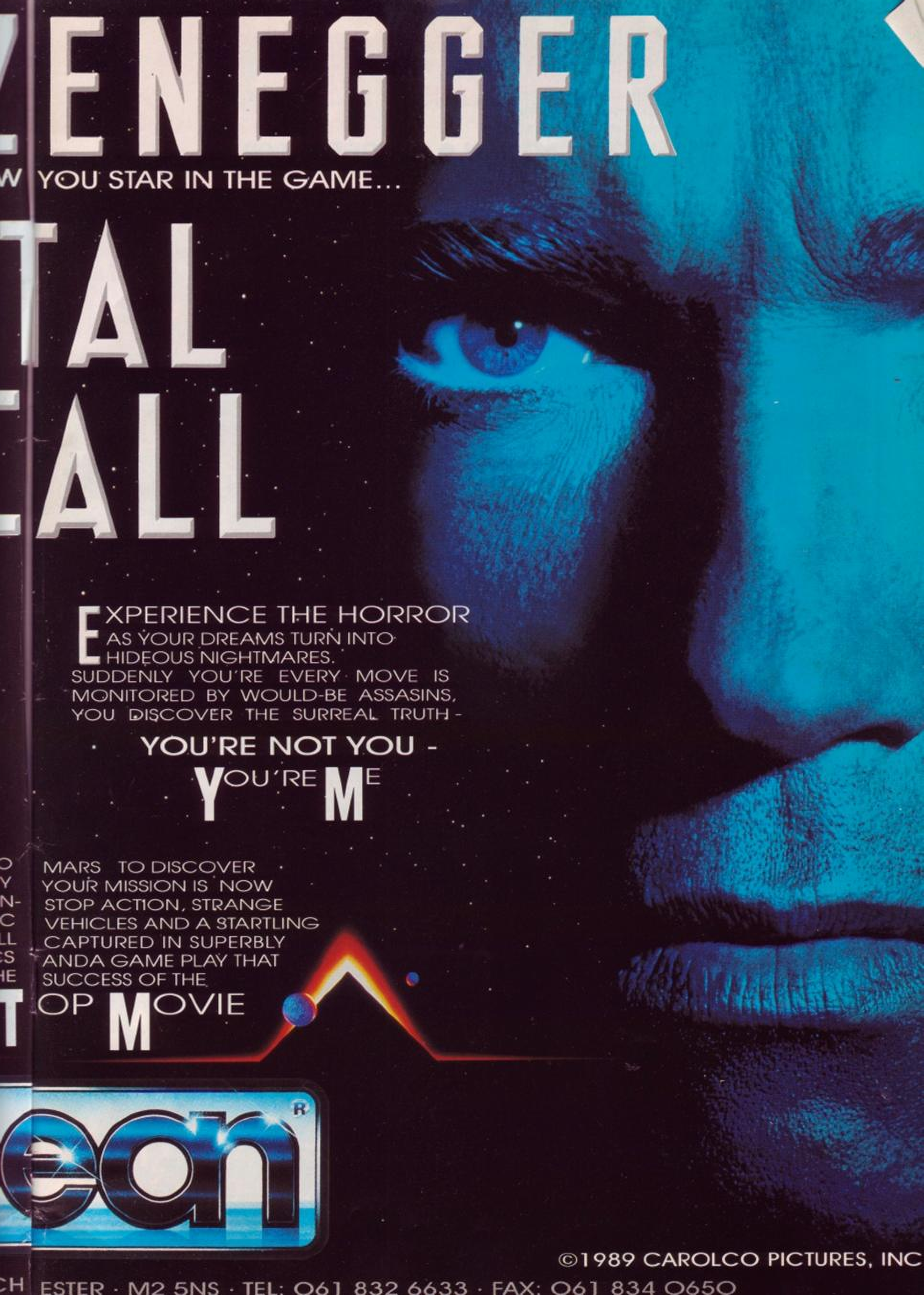
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LINE UP

AMSTRAD ACTION ● OCTOBER 1990

FRONT END
NEWS ● LETTERS

SERIOUS SIDE
CPC USES ● HARDWARE ● PROGRAMMING



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Sorry 'n' all that, but we're so busy putting your favourite CPC magazine together, we just don't have time to take all those calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – 'course not! Just send a letter to *Cheat Mode, Type-Ins, Forum, Reaction* etc and we'll do our

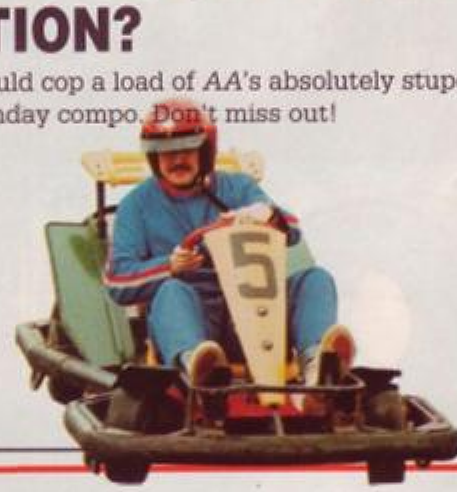
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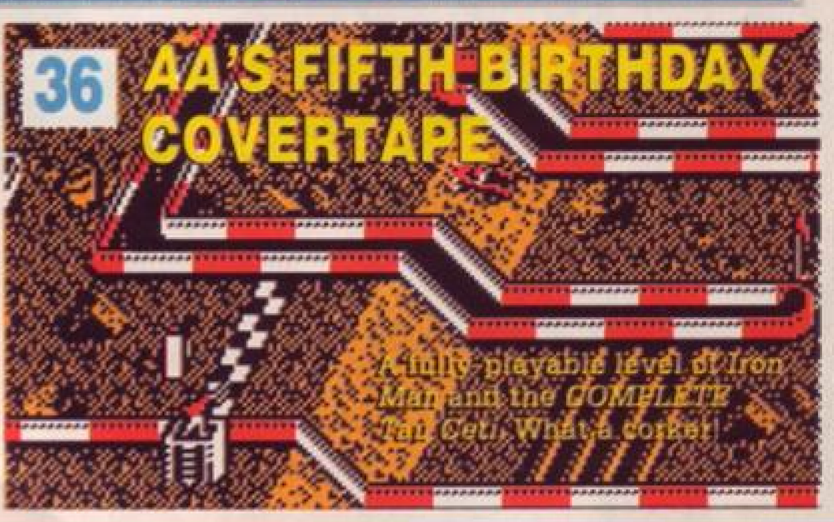












Amstrad's new era?

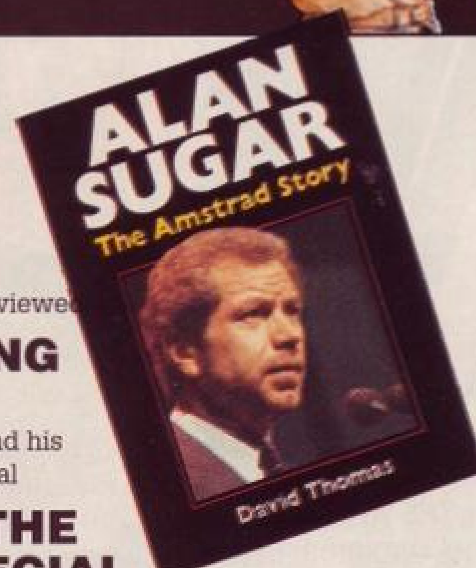
Good grief! – we've had an absolute flood of letters since last month's issue and the news about the new Amstrads. It seems a lot of CPC owners are really worried that they're going to be abandoned or left behind by the new machines and the software publishers. After all, how can traditional CPC games compete with the new cartridge offerings making use of the extra dedicated hardware in the GX4000 and Pluses? And won't publishers forsake the traditional tape and disk for the (surely?) more lucrative and money-spinning console market?

Not a bit of it! The profit margins on console software are little different to those for tape and disk programs. And there already exists a huge market for tape/disk releases, a market which can only grow further with the sales of the 464 Plus and 6128 Plus.

Most of all, though, *Amstrad Action* will continue to cater for *all* Amstrad owners. That means CPC owners, Plus owners *and* console owners.

"This is not the beginning of the end. This is not even the end of the beginning. It is the beginning of the, er, or rather, er... the end of" (cont on p621) *Winston Churchill*






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GAMES

TAPE, DISK *AND* CARTRIDGE?

The software houses give their reactions to the new Amstrad console and Plus machines

Last month we broke the news about the long-awaited new Amstrad computers – the GX4000 games console, the 464 Plus and the 6128 Plus.

Here at the *AA* offices, we're all pretty excited about the new machines' potential. And many top software houses have pledged their support for the machines, with more and more games being planned. But we wanted to know what the people who are going to count – the software producers – really think about the new machines, and whether it spells the end of the road for the old CPC.

Out with the old, in with the new?

Gremlin Graphics boss Ian Stewart revealed for the first time that his company was actively involved in writing cartridge-based software. "The first product will be *Switchblade*. It should be out in October. We're happy to be developing for the machine, and have no doubt that it's going to be successful."

When asked whether Gremlin had plans to release the same games on cartridge, tape *and* disk, Stewart replied "That is a possibility. It would depend on how successful the cartridge machines are. We will not ignore the existing marketplace out there. What we're more likely to do is produce cartridge products, and at a later date produce the tape and disk-based products." This means, of course, that existing CPC owners will be catered for too.

But would producing the same titles across all three formats discourage Plus owners from buying cartridges in favour of the cheaper tape or disk versions instead? "They [console owners] get an improved product. We aim to ensure that the cartridge title is specifically improved over the software titles. If you've got the facilities you can use them obviously. We're making full use of them."

Widespread interest

Peter Calver, the man behind software house Audiogenic, told us that while the company wasn't currently producing cartridge software it intended to do so in the future. "We're waiting at the moment for Amstrad to say that we're able to develop for it. We're very keen to develop for it. We're keen to develop for all consoles... I would have thought that given that Amstrad are a very well known brand name in this country, that it ought to do well."

Despite the fact that the new Plus range adds only thirty pounds on top of the old CPC prices, however, Calver was sceptical about the new models."I think that it will find a market, though not until they do start selling it without a monitor. Give it a built-in TV modulator and power supply, and they could get the price down. That would then look a very attractive machine.."



"We can't stop producing cassette software. We won't stop, and we don't have to stop."

Bring on the budgets

Codemasters' Mike Clark had a few things to say about the new machines. "I've approached Amstrad about developing for the console, but we're still waiting to hear from them. The Amstrad console does look like an interesting ball of gum. We want to know more."

We wondered whether the cost of cartridges would be prohibitive for budget games. "There are a lot of diferent ways of looking at it. Budget software is probably out of the question on the Amstrad console. If we have to compete on a full price level then we can do it, I'm sure."

What about the fact that the 6128 Plus doesn't have any built-in tape interface? "Comments ranged from 'You're kidding!' to 'You've got to be joking!' It's a bit of a funny one on Amstrad's part. I can understand them wanting different machines. Considering the higher price point on the 6128, I can't understand why they didn't build in a capability for both. It's not pleasing news."

Clark remained adamant that the codies will still be producing budget software, though. "We can't stop producing cassette software. We won't stop, and we don't have to stop. There's a huge user base for Amstrad cassette software."

● **The response from the industry has been a very good one. Software houses are very keen to write programs for the new machines, while also realising there is still a huge market out there for tape and disk software. It looks like everyone will be kept happy!**

Compatibility problems

Most of the previously-available CPC peripherals (like external disk drives etc) are incompatible with the new range. The problem lies with Amstrad's choice of interfaces. Instead of the low-quality edge connectors used in the old CPCs, the company has opted for more robust and reliable D-connectors. Certainly a step in the right direction, but you won't be able to connect old peripherals directly to the new machines.

Luckily it is only a physical problem. All that's needed is a simple adaptor to allow connection, and it's likely that third party hardware producers will quickly come up with such a dongle.

Slightly more worrying is the fact that the 6128 Plus has no built-in tape interface. The CPC6128 had a DIN jack socket that allowed direct connection to a cassette recorder, after all, for the loading of tape software. Again, though, someone may well come up with an external tape interface. The program necessary to load tape-based software is already built into the ROM of the new machines.

Very few cases of software incompatibility have been reported. Exhaustive tests, in which over 400 pieces of software were loaded, found only seven which failed to work. Most of the programs that didn't pass the test were 'badly-behaved' utilities. They are suspected of directly accessing the old machines' ROM, instead of using the 'proper' jump block system. Manufacturers of such software are already working on new versions.

AMSCENE

VIDEO SPAWNS A RADIO STAR



The recent exciting launch of Radio 5 has not left *AA* unaffected. Apparently there is to be a programme called "Formula 5", broadcast every Thursday night at 8.30pm. This will be co-hosted every other week by one of our best pals, Maff Evans.

Maff is Staff Writer on our sister magazine *Amiga Format*. On the radio, he will be covering all aspects of the home computer world, including, of course, the CPC and console scene. He'll be looking at (and, hopefully talking about) the latest and best games (and serious releases too).

The programme will also be covering sci-fi, fantasy books, comics, environmental issues and anything scientific and interesting. There will be a serialisation of Captain Scarlett (inde-struct-able), too. This shouldn't however, dissuade you from listening.

The show will be hosted by Sue Nelson, an all-round science fan and intellectual. She also has a series on BSB and writes for the *Sunday Times* too.

Maff, on the other hand, doesn't.

Microsnips introduces club

Wirral-based Microsnips, supplier of CPC hardware and software, has introduced the "Microsnips Club". It is aimed at rewarding regular software buyers with generous discounts and bonuses.

Membership is free, with members enjoying a 10 per cent discount on software purchases, in addition to a free blank disk or tape with every order. Other benefits include a priority ordering service and a weekly release schedule.

"Our customers tend to be very loyal indeed", said Managing Director Paul Zabludow, "and we wanted to reward them and show them that we appreciate their custom."

He is expecting a large response to the introduction of the club, and is offering the first 50 people to order through the club a free gift. The philanthropic Mr Zabludow can be contacted on 051 630 3013.

RAM - ROM

Developers of ROM based software could well benefit from a new device from MicroStyle. The hardware company has come up with an innovation it calls RAM-ROM. It could eliminate all that erasing and re-blowing of EPROMs.

The plug-in widget has 32K of on-board RAM, which acts as ROM when the computer is in operation. Programmers can simply download their code into the unit, and then test it out. It behaves as if it were a completely normal ROM.

Programs stored in the RAM are reset-proof. The unit doesn't require any additional hardware, and shouldn't interfere with any additional peripherals that may be connected up. ROMs normally take up 16K of memory, so the device allows two to be worked on at the same time.

RAMROM is expected to cost just £13.95. Microstyle is at **212 Dudley Road, Bradford, West Yorkshire BD2 3DF**. Or call 0271 636652.

Blitz Blitzed

Programming problems have hampered the production of SPM's Blitz BASIC compiler. The program still suffers from several bugs, but is being sent out to waiting customers as a temporary measure. As soon as the problems have been fixed a finished version will be sent to all existing customers on receipt of their old master disk.

Potential purchasers of SPM's compiler will be pleased to learn *AA* will be carrying a review of the product as soon as a finished, debugged version is available.

SPM Software is at **32a Albert Street, Seaham, County Durham, SR7 7LJ**.

Stereo Soundblasting on the console

The CPC has always sounded better when connected to decent stereo speakers, and Amstrad, quite often ready to listen to its public, has endowed the Plus range with stereo speakers built into the monitor. It sounds very impressive indeed.

Simon Cobb, the man behind Siren Software, has come to the same conclusions. His Soundblaster device is for those users without the dual speakers of the latest Amstrad monitor.



The Soundblaster plugs neatly into your CPC, Plus or GX 4000, and sends the sound output to a pair of 5 watt per channel speakers. These have a 3-inch woofer, a 2-inch honker and a 1-inch tweeter, giving great all-round sound. Volume and balance controls are built in. For those who understand these things, the speakers' frequency response is 100Hz-20kHz.

The Soundblaster costs £52.99, including power supply. Siren is also giving free stereo headphones away with every order. Phone 061 228 1831 for more info.

Quick joy all round

Spectravideo are to reduce the price of their entire Quickjoy range. There are currently eleven Quickjoys in the series, and most will have their prices cut by £1. This puts the cheapest, the Quickjoy Junior, at £4.95. The top-of-the-range Top Star joystick, famed for its blatant and totally unashamed nudity, will now cost £23.95.



Spectravideo is now Europe's biggest selling joystick manufacturer, and it is this success which is being quoted as the reason for the reductions in price.

The company claims to "supply joysticks for just about every taste", and is hoping that the outrageously naked Top Star will be as popular as many of the less provocative joysticks in the range.

Call Spectravideo on 081 900 0024.

Music fair Goes North

The number of people using their CPCs for musical purposes is constantly growing. Thanks to articles in *AA* (ahem), more and more people are utilising the MIDI standard to create tunes and soundtracks.

The British Music Fair is certainly the place to go to find everything musical under one roof. Up until now it has always been held at Olympia in London. But the organisers have wisely decided to hold the next show in a more centrally situated location, to put it in reach of enthusiasts from all parts of the country.

Therefore, the next G-Mex Music fair will be held from the 5th to 7th OCtober 1990 in the Windsor Hall at the Greater Manchester Exhibition Centre. Opening times are 10.00am - 8.00pm Friday and Saturday, and 10.00am - 6.00pm on Sunday. Entrance will be £3 for adults and £2 for under-14s.

Friday 5th October is Schools Day; teachers and musical advisors can gain free admission with either a NUT card or a letter of authority from their school. School parties of twenty or more will be charged only £1 per pupil, with accompanying teachers admitted free.

CPC Cricket Star Bonanza



Challenge Software has secured a major coup with their signing of famous Hampshire and England batsman Robin Smith (*who he? – ed*). The game will, in deference to the great man, be called *Robin Smith's International Cricket*. It will simulate a one-day international with a high degree of detail. This is probably the most exciting kind of cricket to watch, owing to the speed at which it is played.

Robin himself will be overseeing much of the creation of this game and will popping off between programming sessions to notch up a couple of double-centuries once again. Actually, he is the highest placed English batsman in the world ranking, and was the *Daily Telegraph's* Batsman of the Year.

The game will have a TV-style view of the action, with the player having complete control of his team and the playing positions. The game is due to be released in November, just in time for the Ashes in February 1991. More information is available from Mike Clark on 0371 875250.

Compilation Crazy

Domark is gearing up for autumn with a pile of compilations soon to see action on your CPC screens. As well as the *Heroes* compilation reviewed this issue (page 60), another two are planned for release in the coming months.

TNT will be available in September, possibly by the time you read this. It's a collection of five arcade games from Tengen - the company which Domark has an exclusive licence with.

Hard Drivin', Toobin', APB, Dragon Spirit and *Xybots* are the titles to appear in the compilation. Meanwhile, *Wheels of Fire* promises four high-speed driving games for your Amstrad. It should reach the shelves for October. The games on offer are the Ocean's *Chase HQ, Turbo Outrun* from US Gold, *Power Drift* from Activision and *Hard Drivin'* from Domark (yes, again).

Both packages will retail for £14.99 on cassette and £19.99 on disk.

Gallup Chart

Owing to rather strong, and at times vociferous, demand we've decided to print the top twenty full-priced Amstrad CPC games and the top ten budgets (see the panel this page). Don't say we never listen to our readers. We hear every thing they say, especially when they shout.

GALLUP CHARTS THE BEST SELLING CPC GAMES

FULL-PRICE GAMES

(Software priced over £4.99)

1	Shadow Warriors	Ocean
2	Turrican	Rainbow Arts
3	World Cup Soccer '90	Virgin
4	Football Man. World Cup	Addictive
5	Chase HQ	Ocean
6	Batman - The Movie	Ocean
7	Manchester United	Chrysalis
8	RoboCop	Ocean
9	World Cup '90 Compilation	Empire
10	Italy 1990	US Gold
11	Bomber	Activision
12	Gazza's Super Soccer	Empire
13	Turbo Outrun	US Gold
14	Soccer Spectacular	Beau Jolly
15	Double Dragon 2	Virgin
16	Bloodwych	Mirrorsoft
17	Rainbow Islands	Ocean
18	Italy 1990 Winners	US Gold
19	Heroes Of The Lance	US Gold
20	X-Out	Rainbow Arts

BUDGET GAMES

(Software priced under £4.99)

1	Pro Boxing	Codemasters
2	Paperboy	Encore
3	Big Trouble In Little China	Alternative
4	Temple Of Doom	Kixx
5	Rock Star	Code Masters
6	Jack The Nipper 2	Kixx
7	Match Day 2	Hit Squad
8	World Cup Challenge	Players
9	Vindicator	Hit Squad
10	A Question Of Sport	Encore

This chart is compiled by Gallup Ltd.

AUDIOGENIC BREAKS SILENCE

After several months of apparent inactivity – we reviewed *Emlyn Huges Soccer Manager* over a year ago – Audiogenic is back with a plethora of new releases.

Autumn launches are planned for at least four major titles – watch out for reviews in the next issue of *AA*.

- *Emlyn Hughes Arcade Quiz* features the famous footballer as quizmaster of a trivia quiz. Although licenced from Emlyn, it's not actually based on any of the TV quizzes in which Em has been teamleader. Audiogenic claims that it isn't boring like other general knowledge quizzes can be, and has been specially designed for the computer, rather than converted from an ill-suited format.
- *Loopz* is one of those weird puzzle games. It's a cross between *Tetris* and *Pipe Mania*, and features brain-scratching action against the clock. The player tries to complete as many loops – sorry, loopz – as possible within the rapidly-decreasing time limit.
- *Helter Skelter* is an arcade game where you're in control of a bouncing rubber ball. The idea is simple – you have to bounce around, clonking various creatures on the head. It needs to be done in the right order, though – if not, well, the critters start to multiply...
- *Exterminator* is an arcade licence that's a bit strange, really. You're not out to blat bug-eyed monsters from the forbidden planet, though. Instead, you don your Rentokil overalls, for the life forms you're out to exterminate are insects, and other household pests. Should be interesting...

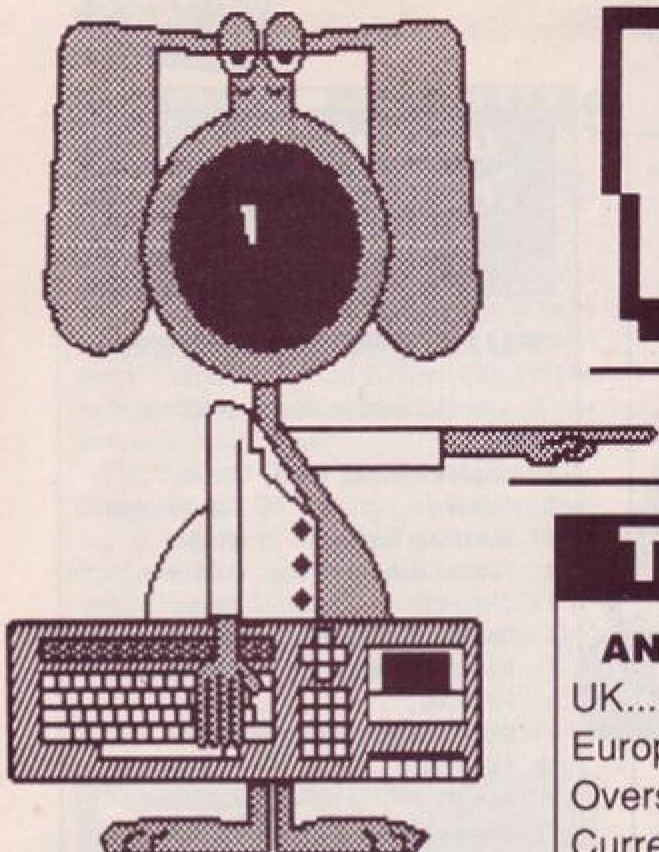
All these games will be priced at £10.99 on tape, and £14.99 on disk.

Bye-Bye to Buyers Guide

In our unstinting efforts to improve *Amstrad Action*, we have sadly had to bid adieu to the *Buyers Guide*. The rapid expansion of the magazine is being blamed for this change. This issue will be the last time it will appear. The space it occupied will be filled by exciting and varied, er... other things.

We confidently expect a deluge of letters from outraged readers, but will not bend to this pressure unless the total number received exceeds 11 (*don't you mean 1,100? – ed*).

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Reaction

We have some female readers after all! This, and much, much more...

● Worth every penny?

I am an easy going kind of guy but there is one thing that really, really annoys me. That is? - BEING RIPPED OFF!!

Take, for instance, the Home Computer Club. I recently turned to the back page of their magazine and to my joy I saw 'Italy 90'. Now after reading your rave review of this game I could hardly wait until it was in my collection. However, when I looked at the 'Released at' price (on disk) it read £19.99 and the 'Club Price' read £14.99. This is a blatant lie! A cheat! Because by the time P&P has been paid, the total price of the game would be more than it costs in the shops. (£14.99)

However, I am forced to pay this price because of the lack of disk games available in the shops. You would think that in Manchester (the home of Ocean Software) and the surrounding area, one of the biggest centres of population in the country, there would be a couple of shops which sold Amstrad games on disk. Not a bit of it! So us 6128 owners are obliged to pay over the odds through mail order. Why are disk games not available?

May I finish by saying to all the software houses reading this that it is about we had more non-licence games like the brilliant 'Fiendish Freddy' instead of the thousands of megabuck licence game which turn out to be such a disappointment.

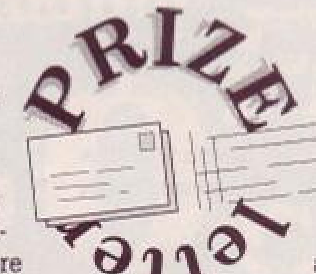
Chris Holt
Timperley, Cheshire

AA: Ah. Now. There's a reason for this. We don't know where you got the idea that Italia '90 *was only £14.99 in the shops (oh, from our review, oh, er...) – it is, in fact, £19.99, as quoted by the Home Computer Club. So it's not ripping you off at all. In fact, as the club explained to us on the telephone not two minutes ago, it offers a 25 per cent discount on shop prices – just what you're getting off* Italia '90, *in fact, at £14.99. OK now?*

As for the shortage of disk software, we can only sympathise. The trouble is, smaller outlets will shift small numbers of games. And the majority of these will be on tape, so the logical solution is to cut overheads and sell tape games only.

The licence saga just goes on and on, doesn't it? Software houses are convinced that we all want licences, we're convinced we don't (well a lot of our readers, anyway). Now then, if there are any licence fans out there, write it and tell us.

● It's all they think about



Thank you, Hilary Sleimann, for the encouraging letter on male images (*AA*56). It's times like these that I really want to scream. Your brill mag is only at fault occasionally (not like some other computer magazines I could mention) but there should be no trace of sexism in it at all. And as for you saying that it is tempting to think that there aren't any female readers at all, that's absolute s**t. After all, I get a copy every month and it is passed around half my class at school (a single-sex school) and all my friends.



Altogether, about 25 people read it, and that's only my copy. And you can't say that women are hopeless at computer-related subjects. After all, how many of your male readers have taught themselves Amstrad BASIC at the age of 8, programmed an adventure game at 10 (which Alternative are going to release), learnt BBC BASIC at that same age, and taught it to their (female) friends at 12? Not to mention inventing a type of art program that doesn't use any kind of program or software, it's just keyed straight into the computer using the SPACE bar, cursor keys and several ink, pen and paper commands (you get neat pictures too)?

It just goes to show that women are the superior sex in anything they turn their hand to, especially computing. I've started a group for women in computing, contact me at the address below.

After all that, your mag is No.1 and I look forward to later copies. Could anyone help me? I've *found a cheatish thing in* Rainbow Island where, if you press pause and hold down ISLAND, it restarts the game. Is this a cheat or a red herring? I have to find out or I'll turn into a reincarnation of Emma Broadley, come to the AA office and slaughter you all with my killer rabbit.

Thanks for listening to my waffling.

Catherine Dawson
1 Malham Close,
Lancaster,
Lancs LA1 2SJ

AA: The vast majority of our readers are male. This is a fact. The magazine is tailored to our audience, and so naturally reflects this imbalance. We would love it if as many females read the magazine as males, but it is unlikely, let's face it. HAVING SAID THAT, we do try our best to avoid being overtly sexist. We have NEVER said that women are 'hopeless' at computer-related subjects, and we hope we have never implied it. Finally, it's nice to know we do have female readers after all!

● Forsaken by Amstrad?

In a recent issue Matthew Marsden points out that Boots were selling off half price 3-inch disks. The reason for this is that Boots The Chemist Ltd, in their infinite wisdom, have stopped selling Amstrad disks. That's right, the best 8-bit machine on the market is being ignored. That means no more blank 3-inch disks and no more disk software. I was also told by one assistant at the Sound and Vision counter that Boots were going to phase out all Amstrad software a little time ago. I have worked on this counter and I would like to point out that I cannot remember anyone ever buying Spectrum +3 disk software! But they still keep selling this format!

It seems to me that, yet again, the 16-bit computers are getting a better deal than all other 8-bits but in particular, the best – Amstrad. I have used Commodore 64s old and new versions, BBC 128s, Amigas, Atari STs, PCW 8256s and have owned a Spectrum 48K (the old rubber key version) and now own a 464, a 6128 and a BBC B. Out of this vast multitude, the best are the Amstrads. The two 16-bits are extremely unfriendly as there is no reassurance from a greeting when you turn them on. The keyboards are designed for somebody to use but who, I'm unsure, as to type for a long time on them would be extremely awkward and tedious.

Whilst looking through previous issues, I read a letter from someone who said that you are biased towards the 464. This is total dribble. I own a 464 and a 6128 and this statement has no foundation. Of course, if a 6128 has better BASIC and someone writes on it they are

going to use the extra commands as the example the person gave said – the command fill. I think that not enough software houses use the extra capabilities of the 6128. This is not to say that they should phase out the 464 but why can they not produce two types of a game, one for the 464 and an enhanced version for the 6128s? I think this would encourage 6128 owners to buy the enhanced software for the enhancements and, therefore increase their profit.

Lastly, I think the problem with companies failing to back Amstrad computers is their maker Amstrad. Amstrad, why have you forsaken us?

Simon Griffiths
Romford, Essex

AA: Many publishers already publish 'two versions' of a game. The software will 'sense' which machine it's running on and adjust accordingly. Domark's Klax, for example, features additional backgrounds on the 6128, and other games offer 128K-ers extra features. As for Amstrad 'forsaking' the CPC, what with the console and all, we rather think that your fears are unfounded. The CPC still has a long life ahead of it...

Sugarman dissolved

One day, while looking through some of my old *AAs*, I spotted a comic strip of Sugarman and I suddenly realised he's no longer in *AA*. I know you haven't got enough space in your wonderful mag (bootlick, grovel, etc.) but couldn't you put him back in? I mean he didn't take up much space and he was interesting and funny so please please please please please please etc, etc... bring him back.

Peter Hart
Norwich, Norfolk

AA: The artist responsible for Sugarman has moved on to much loftier things. We feel that it would be nigh on impossible to equal such aesthetic genius. So we don't try.



Not a complaint letter?

Well, I am finally writing to you, *AA*! As I have been reading through the *Reaction* sections of your fabbo mag (crawling sentence) I noticed that everybody seems to be riled by something or other. Take games that begin at full prices and then become budgets. Look at it from the software houses point of view. They release a game that sells extremely well. (OK, maybe not). Then a few years on, the best seller is re-released as a budget (if the game is not stunning they release it on the budget label earlier). *Head over Heels* is an excellent example. In 1987, Ocean released it. It sold extremely well (even got *AA Mastergame*) then Hit Squad look back in 1990 and see this game and they think to themselves 'Here, this game named *Head Over Heels* sold well. Why don't we release it as a budget?' (Evil snigger as they think of the poor fools that dished out £10 for it a few years back.)

Another subject that riles me as well is the subject of end of game sequences. I completed *The NZ Story*, OK a picture and a message. I completed *Ghostbusters 2* and got another picture and message. I completed *Little Puff* and *Wizard Willy*. What do I get? Two small sentences about the fact that I have completed the object of the game. Some games make an effort – *Head Over Heels* (yep, I've completed that too), for instance. *Fantasy World Dizzy* (an eggshellent game) also has some small graphic sequences.

Now a few requests:

1. Keep up the good work at *AA* (another

Console yourself

I recently heard that the new Amstrad console was to be released very soon and received this news with with mixed feelings.

Firstly, the good points. The console will bring a lot of much-needed attention to the CPC scene, which I feel has been neglected in recent times. This will hopefully produce more games and reviews for Amstrads – especially the latter, as in many multi-format magazines, there are usually only one or two reviews.



But there may be a very serious side-effect to this. The 464, 664 and 6128 owners may be in danger of being completely forgotten as everyone goes mad about the console. Companies may churn out games for the cartridge-based users, but eventually phase out the older generation.

This may not turn out to be the case – software companies may wait to see how sales of the console goes before producing games – but I still wait in anxiety for the release.

F Sheikh
Redbridge, Essex

AA: The user base for the existing CPCs is huge, and it would be business suicide for companies to suddenly stop writing games for all these machines. Not everyone who has a CPC will buy, or even want a Console or Plus machine. The consoles and Pluses will reach people new to Amstrad, and will be able to exist alongside the older disk and cassette users. Companies will change their priorities to include the console, and new companies might start to produce solely for it, but no one will ignore all the existing users happy with their present machines.

Cover cassette conundrum

I have just looked at Issue 90 of *New Computer Express* and noticed an article which says that you, Future Publishing, are launching a new magazine specifically for Commodore 64 owners. The article says that the magazine will cost £1.95 and that every month there will be a cover-mounted cassette.

The reason I am writing is that when Amstrad readers have asked you if you could put a cassette on the front of *Amstrad Action* you said that if you did this it would take the price of the magazine up to around £2.95.

Why is it that you can release the Commodore magazine with cover cassette for £1.95 and if you did the same for Amstrad Action it would cost us £2.95?

Keith Grimsditch
Reddish, Stockport

AA: Oh dear. All this is very complicated. AA's budgets, colour split, ad rates etc etc are all set up for no covertape. Commodore Format *has been designed (financially, that is) to accomodate a cover tape right from the start. Lumme, it is a bit complicated, like.*

Making mountains out of molehills

Recently I came across your magazine in my local newsagents. Within minutes I was hooked, and went into debt to buy it. Since then I have ordered several of your previous copies, and now I am waiting expectantly for the postman to deliver my precious parcel.

Your magazine has helped me feel more involved in the computer world. You may also be the saviour and guide I have been searching for. I must be the greatest *Monty Mole* fan in the whole world. However, my problem lies in the fact that I am not the most enlightened. Please end my anguish by answering my questions. Firstly, how many *Monty Mole* games are there? I have got *Monty On The Run*, *Auf Wiedersehen Monty* and the latest and best, *Impossamole*. I know there are more. Please could you tell me what they are, and how and where I can purchase them, so that I may complete my precious collection.

Finally, apart from being the greatest *Monty* fan, I also seem to be the only female to be writing to you. So in order to protect your magazine from being sexist, I think you really ought to print my letter and put me out of my misery.

Samantha Hodges
Rugeley
Staffs



AA: Other Monty Mole *games, you say? Well, there's* Wanted – Monty Mole *and* Monty is Innocent. *We can't think of any others. You should be able to buy them in the usual places, or order them through firms advertising in AA.*

And as for becoming more involved with computing generally, we'd like to know how CPC users feel about the way they are treated by the computing industry or press. Does the long-established "friendliness" of CPC fans and user groups put us ahead of the more thrusting 16-bit market, or do we suffer at the hands of the "sexier" machines? And does it matter?

Finally, Samantha, you are certainly not the only Monty *fan, nor are you the only female correspondent. Just look elsewhere in* Reaction *for confirmation of this. So consider yourself put out of your misery.*

crawling sentence), especially the games reviews.

2. Give congratulations to the following companies: Turbosoft (mail order) for excellent and friendly service, US Gold 'cos all their games are fab and those that aren't crash (well, my version of *Ghouls 'n' Ghosts* does – or did), Codemasters 'cos all their games I've got are nearly perfect – their games are not too easy or too hard (except for *Rock Star* which is a teensy bit too hard), Hi Tec for releasing our favourite cartoons and Robot PD for releasing PD on tape.

3. Last but not least, a desperate plea for a poke of *Rick Dangerous* on tape.

Ben Reynolds
Graigfechan,Clywd

AA: Of course, the games companies want to earn a crust too. Actually, the budget system puts many games within the grasp of people not able to afford the new prices. The bad news is the time they have to wait before the games are released, but at least most are prepared to do that rather than pirate the software. Would it be better if the games weren't released as budget titles later? We think not.

A few questions...

1. On some games (tape) it says 'Amstrad/Schneider'. I would like to know what Schneider means.

2. Are the 464 games compatible with the a 6128 and a tape recorder?

3. Why don't you do cover tapes very often? (Some of the Spectrum mags have a tape every month.)

4. I have recently got the Magnum Lightphaser and six games, now I have got five more games for the gun called MegaPlay Two. Do you know if this is the follow-up to the first one?

5. Can you use the Multiface Two Plus to copy copyrighted software (e.g. *Robocop*) from tape to tape or disk to disk for backing up software?

Simon Campbell
Hitchin, Herts.

*AA: **1.** Schneider is the company which badged the CPC in West Germany. Vorsprung durch Technik, as we say at AA.*
***2.** Yes.*
***3.** We're thinking about it. Meanwhile, look on the front. Got it? Good.*
***4.** Er..Um.. Yes. We are almost entirely convinced it is, although we haven't actually had seen a copy .*
***5.** Yes, solely for back-up purposes. If you use it to pirate stuff, a large policeman will come round to your house and take you away.*

The Greek paradox

I have an Amstrad CPC 6128 and I spend a lot of my spare time drawing some pictures with my computer. I would like to send those pictures to you but I don't know what SAE means – I want my disk back. You see I live in Greece and that's a bit of a problem isn't it?

Costas Tselios
Greece

AA: Well, an SAE is a stamped self-addressed envelope. It enables the recipient of the tape or disk to send it back without having to write out an address on an envelope of the correct size, and stick on a stamp of the correct value. In short, it saves a lot of time. At AA, we require only that anyone sending in stuff should also send in an envelope with their name and address on it. We'll pay the postage. So, Costas, send in the piccies!

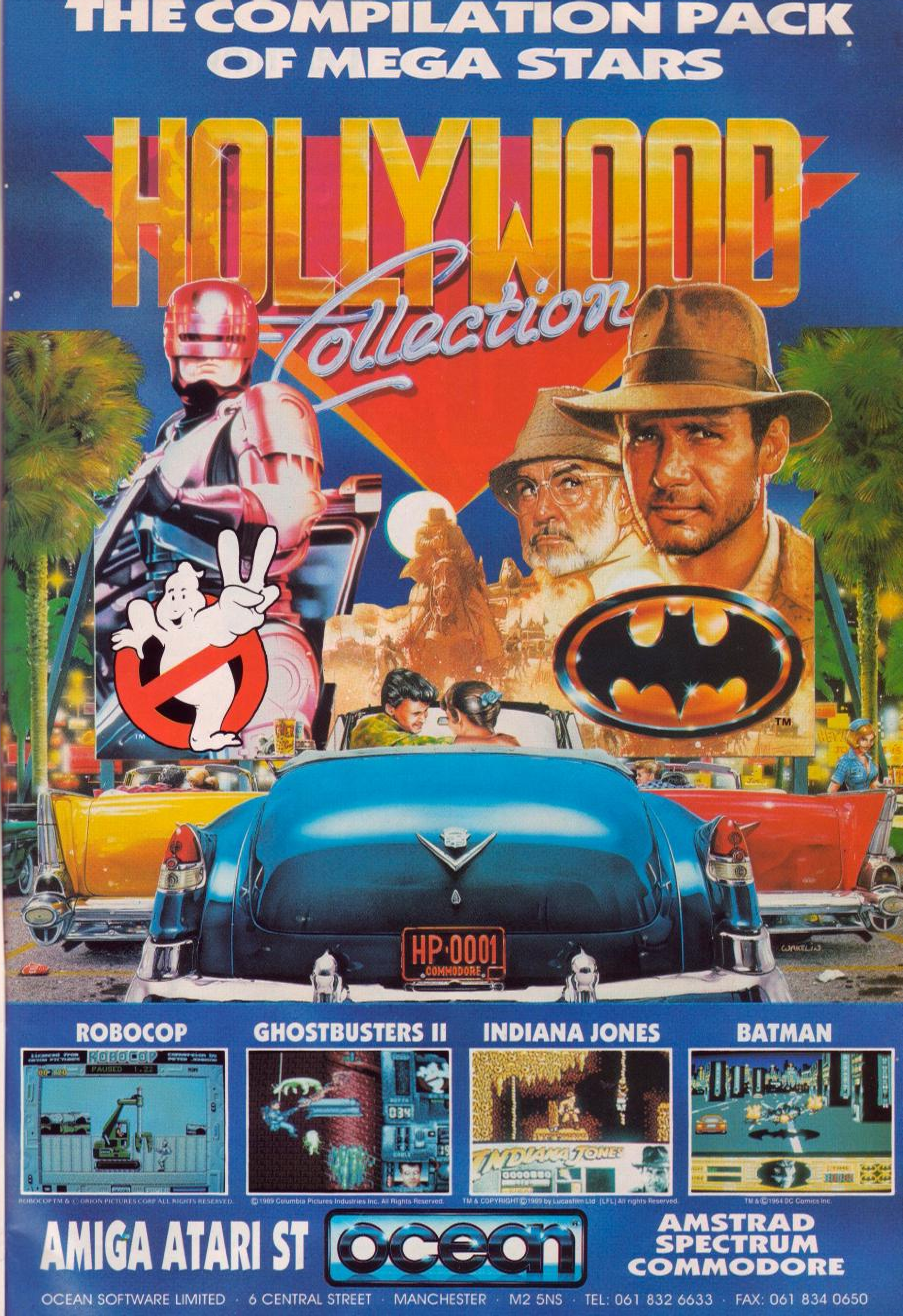


Some people who've been to Greece.

Danish post-tries

Last issue we printed a letter from Torben Jensen concerning the purchase of English stamps overseas. We have since been contacted by D. G. Rule, a Sub-Postmaster in Wokingham, Berkshire. He assures us that people overseas can buy International Reply Coupons from any local Post Office (or whatever passes for a Post Office in their part of the globe). These are simply included with the letter in lieu of the foreign stamp, and are recognised by every country. The only disadvantage is that these coupons allow goods to be sent only as surface mail. So you might have to wait a while.

The cost of International Reply Coupons is approximately £1, or the equivalent in other countries. Couldn't be simpler, eh?


THE COMPILATION PACK
OF MEGA STARS
HOLLYWOOD Collection
HP·0001
COMMODORE
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GHOSTBUSTERS II
INDIANA JONES
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Happy Birthday to us!

At last, the truth can be told – the *facts* behind the launch and run-away success of Britain's favourite Amstrad CPC magazine...

In the beginning was an idea. It was for a magazine. A certain Mr Alan M Sugar was inventing a revolutionary new home computer. It was called the CPC, and it was to create quite a stir. So, in the twinkling of an eye, *Amstrad Action* was born.

The editor in those heady first days was Chris Anderson, the guy who set up the whole shooting match. He appointed Pete Connor after a time, who was eventually superseded by Matt Nicholson, Jim Nagel, Bob Wade and Steve Carey in that order. (These last two are still at Future Publishing. Bob is the Assistant Pot-Plant Waterer on the third floor, and Steve, having narrowly failed the interview for that post, is now editor of something called *ST Format*.)



● Chris Anderson: Future founder and *AA's* first editor.

But what changes have occurred to the magazine over the years? The first few issues were written on CPCs, the copy saved to disk and taken to a printing house, which would print out the text on long rolls of paper. These were cut up and pasted into page formats in time honoured publishing fashion. This is in sharp contrast to today's desktop publishing system, whereby the pages can now be laid out directly on the screens of Future Publishing's Apple Macintoshes.

In the past few years the content and style of *Amstrad Action* has changed almost beyond recognition. Its highly-skilled team has lovingly crafted the magazine which you are enjoying now.

Inevitably, though, all that talent concentrated in one place has led to hangers-on and freeloaders. These miscreants are responsible for spin-off publications such as *Amiga Format*, *ST Format*, *Commodore Format*, *New Computer Express*, *S*, *PC Plus*, *8000 Plus* and *Classic CD*. All market leading magazines in their particular fields, but none a patch on *AA*, of course, which is still Future's first magazine and, we reckon (naturally), the best.



And long may it remain so. With the launch of Amstrad's new console and Plus machines, we can look forward to at least another five years of your favourite magazine.

And at the same time, we want to welcome all new Amstrad owners who've been so wowed by the new machines they've immediately had to rush out and buy one.

Just remember, for all the latest and best cartridge, tape and disk reviews, programming tips, game cheats, hardware news etc, *Amstrad Action's* the one you want!

THE TEAM

Rod Lawton • Editor

A tall, mysterious figure with a rather unpleasant beard, Iron Rod, as he's known, controls the production of *AA*, and also finds time to indulge his favourite hobby of frog-spotting. Rod is actually an extremely experienced author, sub-editor and general mag-organising person, and has previously worked on other worthy Future Publishing titles *ACE*, *New Computer Express* and *ST Format*.

Adam Waring • Reviews Editor

It was a chilling Autumn morning in 1989 when a gangling, raw youth entered the *AA* offices by mistake (where is Madam Fifi's Exotic Massage Parlour, anyway?). After several heated conversations and a scuffle he had secured the job of Technical editor. By sheer coincidence, Adam Waring happened to know a vast amount about the CPC. He has been responsible for such epic CPC games as *Lost Caves* and *Ninja Massacre*, so he does know just a tad about machine code.

James Leach • Staff Writer

Not three months ago, a miserable human wreck was found asleep, intoxicated, in front of one of the office 6128s. Such apparent devotion did not go unrewarded, and when the intruder woke up he found himself with the job of Staff Writer and a hangover. James Leach had arrived. His writing skill has since been honed to the point of non-existence and he may well become one of *Amstrad Action's* most valuable assets, possessing five A-Levels (true!) and a three-legged gerbil.

Ollie Alderton • Art Editor

A shy and retiring young lad called Ollie Alderton has been Art Editor on *Amstrad Action* for an amazing four years. Ollie has probably the greatest artistic bent since John Inman.

Paul Tudor • Art Assistant

Paul is the most recent member on the *Amstrad Action* team and, quite frankly, he thinks we are all quite mad. Since he is, after all, an impartial, objective observer, we are inclined to suspect he may be right.

Elaine Brooks • Ad Manager

Elaine is *Amstrad Action's* most accomplished diplomat. She possesses enormous communications skills, an immense advantage when working with the rest of us, who frequently have to be reminded of our own names. The second-longest-serving *Amstrad Action* teamster, and all-round good egg.



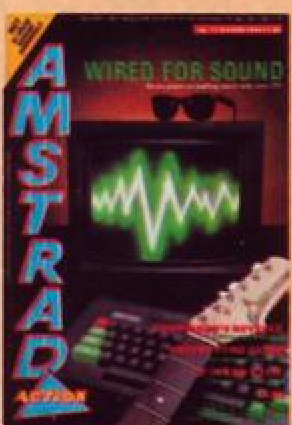
● The *Amstrad Action* team. Left to right: Elaine, Rod, Paul, Adam, James and Ollie.

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HAPPY BIRTHDAY

Great Birthdays

On this, our fifth birthday, we thought the time was right to look back over the past five years and pick out the highlights in *Amstrad Action's* illustrious history. In particular, how this worthy organ has grown with each birthday since it first saw the light of day...



FIRST BIRTHDAY ISSUE 13 OCTOBER 1986

Amstrad Action was being Edited by Matt Nicholson in the sleepy Somerset countryside. There was a small advert on the contents page for a Technical Writer. It claimed, "The job will of course be based in Somerton, which is a small country town with little in the way of nightlife or public transport. It cannot compete with the bright lights of London, but if you like fresh air and countryside it's got a lot to offer."

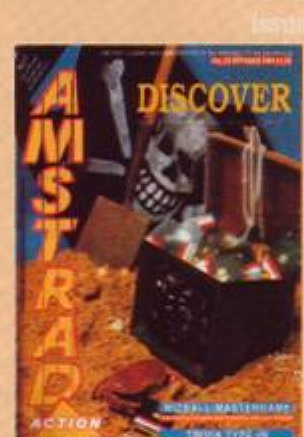
Ariolasoft was busy launching a wealth of CPC games, such as *They Stole a Million*, *Tujad* and *Camelot Warriors*.

CP/M was still under investigation by Matt in part four of his series, and Andy Wilton was immersed in BASIC for beginners. Mark Jenkins was looking into the musical possibilities of Arnold, and MIDI was the catchword. The Amstrad PCW was no longer catered for by the magazine because *8000 Plus* was on its way.

Doomdark's Revenge, written by Mike Singleton, was the Mastergame, and totally brilliant it was too. Pokes for *Classic Invaders* and *Saboteur* appeared in *Cheat Mode*, edited by Bob Wade, and a big map of *Storm* was printed.

In the news were ugly rumours that Amstrad had stopped production of the CPC. The summer 'quiet period' was the cause for all this nervousness. Amstrad was fairly quick to scotch all the nasty talk. Phew!





SECOND BIRTHDAY ISSUE 25 OCTOBER 1987

First issue to be produced on an Apple Mac SE. *F-16 Combat Pilot* was still being tested in its hangar. Silicon Systems was planning a 20 Megabyte hard drive, to be totally compatible with the CPC. The news pages contained a report that Gatwick airport was using CPC 6128 computers to help monitor the 16 million plus people that wander round looking lost, and their annoying children who cry and scream.

Wizball was the Mastergame, and *Paperboy* was a Rave, as were *Mask*, *Mission Genocide* and *Cholo*. There were a lot of great games around.



● **October '87, and the *AA* team pioneers new desktop publishing techniques.**

Amstrad started selling its blank 3-inch floppies for £2.99. A brand-new company called Electronic Arts invited the team to its champagne launch. It sent an orange foam squishy bouncing ball to the offices (part of its logo, you see... yes, well, never mind).

Pat McD was investigating Font Design and his pal Richard Monteiro was discovering Rodos, a new disk operating system.

Also the multi-format magazine *ACE* was launched by Future.



THIRD BIRTHDAY ISSUE 37 OCTOBER 1988

A special cassette was issued on the cover jointly with Code Masters! It featured *Dizzy*, with 32 playable rooms, a disk formatter, a micro assembler, *Smart II*, an art package, and Ollie on the cover being silly (the clot).

Steve Carey was editing *AA*, and in the news was FAST's (the Federation Against Software Theft) organisation of police raids on warehouses in Glasgow, seizing £100,000 worth of allegedly pirated software. Silverbird, Telecomsoft's budget label, signed a quantity of games to be released at £1.99. *Dynamite Dans I* and *II* were included, as well as Digital Integration's *Fighter Pilot* and *Night Gunner*.

BASIC and CP/M tutorials were still going strong, and Romantic Robot's Multiface II was being dissected by Gary Barrett, the newish Staff Writer. Oh, and *Heroes of the Lance* was the Mastergame.



● **F.A.S.T. raided Glasgow software pirates in 1988.**

we have known

FOURTH BIRTHDAY ISSUE 49 OCTOBER 1989



Another cover cassette! Fully playable *Shinobi* mission, a complete spreadsheet, Data creator, and *Daleks*. These were just some of the software items on the byte-packed tape.

Thousands of pounds of CPC gear was being given away, in an easy-to-enter competition. It was also easy to win, so you might conceivably have been one of the fortunate ones yourself.

Star Printers was slashing prices, and Paul "Gazza" Gascoigne, that hero of English footie was hurling himself studs first into *Gazza's Super Soccer*, and *The Punisher* was coming. Pretty scary stuff.

Emma Broadley was being scathing and sharp, *The Gallery* was full of your pics, and there were some great games around. *Dragon Spirit* earned itself a Rave, as did *Strider* and *Indiana Jones and the Last Crusade*. Though the man in the hat was back, there was no sign of his dad, unfortunately. And *Laser Squad* was reviewed. (All stand in reverential silence. *Laser Squad* is probably the finest tactical wargame ever to be conceived by the dominant lifeform on the planet – and we don't mean dolphins.) This strategic piece de resistance, an automatic Mastergame, is our absolute fave. We do love it so. In fact, we might just go for a game now...

PARTY GAMES

Think *you've* got what it takes to bring out a successful magazine? Well now's your chance to find out! On the next page you'll find the special *AA* Fifth Birthday game, a slightly tongue-in-cheek exercise in modern publishing (believe that and you'll believe anything!). So what are you waiting for? Full rules, playing board and pieces are overleaf – but be warned: it ain't gonna be easy...

NOW WE ARE SIX*

So, now, at the beginning of our sixth year, we feel it is time for a rousing chorus. All stand.

Happy Birthday to you,
Happy Birthday to you,
Happy Birthday, dear AA,
Happy Birthday to you.

Please note: the original 'Happy Birthday' tune is copyright, so the above words must be sung to the tune of 'Jerusalem', which isn't.

* next year

??

WHERE ARE THEY NOW?

Chris Anderson is now the MD of Future Publishing. Inventor of the now famous 'company lunch' (pat pending), and part time balloonist.

Pete Connor has disappeared off the face of the earth. After editing *Amstrad Action* in its early days, he moved on to co-editing *ACE* with Steve Cooke. Since then he's become a man of mystery.



Bob Wade has taken up pin-selling at Bath Spa railway station. Bob turned his back on the glamourous world of publishing when he realised that the pay was virtually non-existent.



Andy Wilton was *Amstrad Action's* first Tech Ed. Later on he too moved on to *ACE* and thence to *PC Plus*. Now he has left to pursue a career writing PCW software, poor devil.



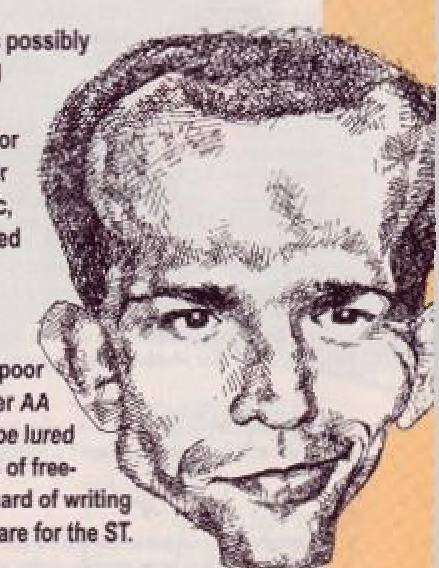
Matt Nicholson was another CPC-er turned PC-er. He took over editorship from Pete Connor and later on moved over to *PC Plus*. He now lives happily as a freelancer.

Jim Nagel (who he? – ed) took over the reins from Matt Nicholson for a very short time indeed. Then he disappeared and nobody ever saw him again.

Richard Monteiro was *Amstrad Action's* next Tech Ed. Afterwards he went on to *ST Amiga Format* and then *ST Format*. He is yet another ex-staffer to go freelance and now drives very fast cars and wears an immense suntan.



Pat McDonald was the last Tech Ed before Adam and the biggest thing to happen to *AA*. Since then he's lost 20 stone and moved over to *Amiga Format*.



Trenton Webb was possibly *AA's* most renowned games reviewer. Famous principally for being a complete war mongering psychotic, and thus ideally suited for the role. Sadly missed.

Gary Barrett (alas poor Gary) was yet another *AA* staffer ultimately to be lured away by the promise of free-lance riches. Last heard of writing extremely odd software for the ST.

Steve Carey was the first voice to speak out in condemnation against the ban on street-drinking in Bath. Steve has since limited his consumption to three streets a day, and now edits *ST Format*. But we won't hold that against him, will we?)

Trevor Gilham has been Art Editor on almost every single Future magazine since his days on *AA*. He now resides peacefully on *Commodore Format*.

??

Magmania – the official Amstrad

Your job is simple. You have to put together an entire issue of *Amstrad Action*, *and* get it past the publisher's office. The first player to do it wins.

- Your issue has to consist of one Games Review, one Tips article, one Tech article and one News story – in any order you like.
- When you've got them all, you have to get the all the Artwork.
- When you've got all of that, take it all to the printers and voila, one issue of *AA* complete!

You would not believe how realistic this game is. (Nor would anybody with the slightest capacity for rational thought.)

MOVEMENT

Each player rolls a die at the beginning of the game. The player with the highest roll moves first. Play proceeds clockwise. A player moves by rolling the die and moving the number of squares indicated by the roll. A player cannot move diagonally. A player cannot move through the same space twice in one move – nor may he move through a blocked object. Players move off, in the first instance, from the publisher's office, onto any of the squares marked 'P'. If a player moves onto a square marked with a cable, alien or an open envelope etc, they miss their next go.

COLLECTING ARTICLES

Players can collect articles in any order. A player collects an article by landing on one of the shaded squares next to a desk and rolling the die to see if they get the article – see the Article Collection Table.

Every time you successfully collect an article, you should tick it off on your Flatplan. (An example Flatplan is printed on this page for you to copy.)

When all the articles have been collected, move off to the Art desk for the artwork and then head for the Printers. The first player to get there is the winner.

PROBLEMS YOU WILL FACE

There aren't any. Except for the little 'X's all over the board. If your move ends on one of these, roll the die and have a look on your Hazard Table. Make sure it's *your* Hazard Table and no-one else's. (We don't know why it's called a Hazard Table because nothing bad can happen in the wonderful world of publishing, ahem.)

OBSTACLES

Nothing to worry about really. Obstacles are things like the piles of letters in the Tips section, cables strewn across the floor in the Tech department, insane bloodthirsty aliens roaming the corridors between the Games desks and lawsuits floating around the newsroom. If you land on one of these, you miss your next go. You can usually avoid these obstacles, but it could cost you more than simply missing a go to take the long route round. Your choice.

COMBAT

The AA team love each other. However, if your move ends on a square adjacent to another player you can (but you don't have to) forget about love for a second, beat him up and steal things from him. What if he's stronger than you? You'll soon find out. Roll a die to find the answer:

1-2 Oops. You thought this would be easy. You were wrong. Your opponent gently smacks you in the eye and takes one article from you to teach you a lesson. He chooses which article to take.

3-4 Stand-off! You each gently thump each other in the solar plexus and are both too winded to claim victory.

5-6 Got 'im. Your opponent is battered into submission and reluctantly hands over whatever item you want.

THE TEA MACHINE

No problem. If you get called to the machine all you have to do is land on one of the pink squares around it. Next go you can just tootle off again.

THE PUBLISHER

Aaarrggh! The most feared being in the universe. Get caught in his office and you may never escape – unless you throw a 6! (In which case you move out onto the P square of your choice. You can end up in the publisher's office by landing on an X square. You also have to go inside if you land on a P square. As you can see from the board, as you're heading to the printers with your complete magazine, it's going to be pretty difficult to get out without being called in for a proof-read!

ARTICLE COLLECTION TABLE

1 The article's just finished. Pick it up and wait for your next go.

2 The article is ready and waiting for you! Pick it up and take another turn straight away.

3 You have to stay to help finish the article. Miss a go, but pick it up next turn.

4 Grr – not ready yet. Miss a go then roll again.

5 Disaster! The Macintosh has crashed, losing the complete article! You'll have to go away and come back later.

6 You're in such a rush you spill coffee over everything, losing both the article you're collecting and one you've already got. Your opponents choose which one!





HAZARD TABLE

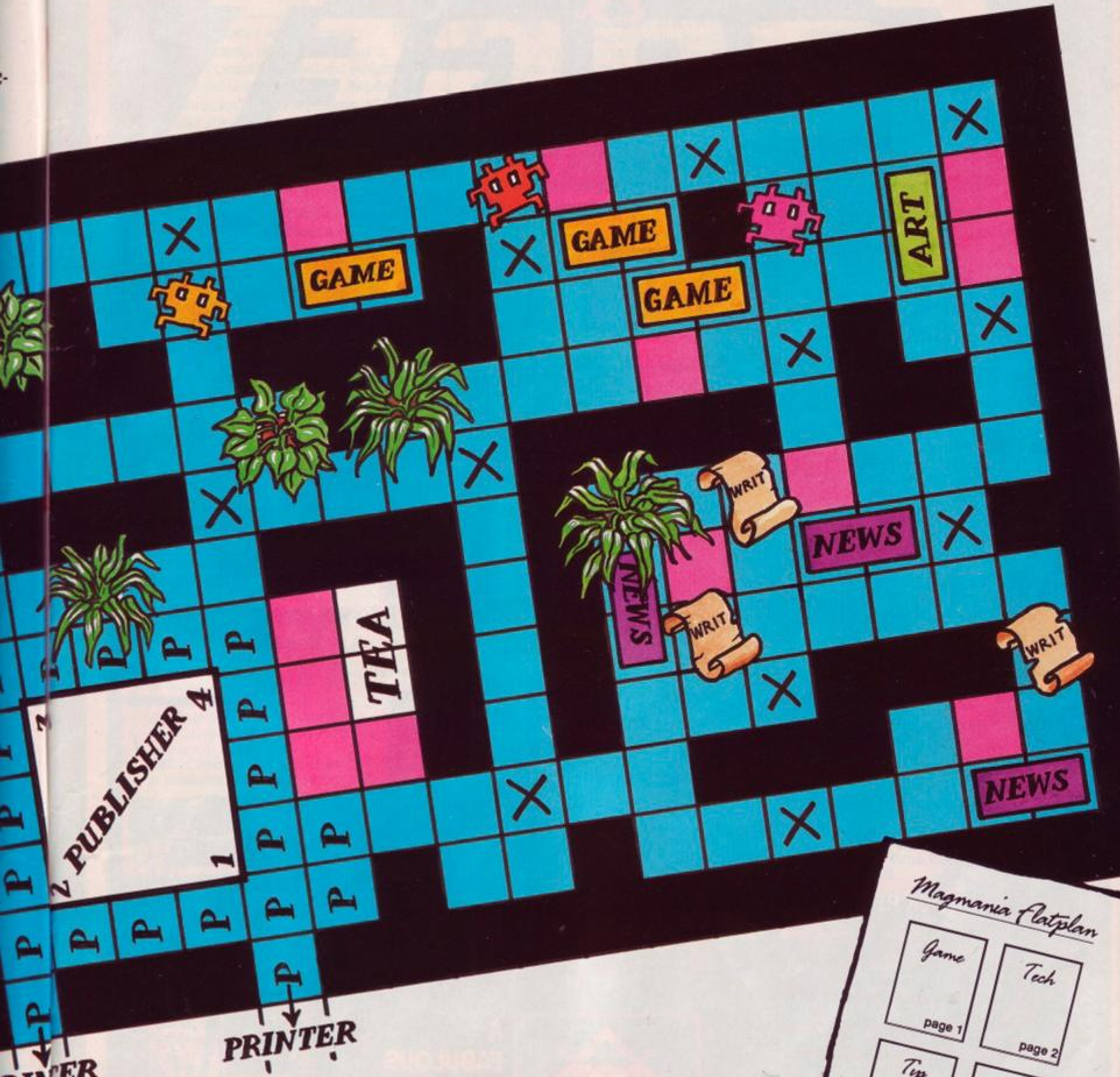
JAMES'S HAZARDS

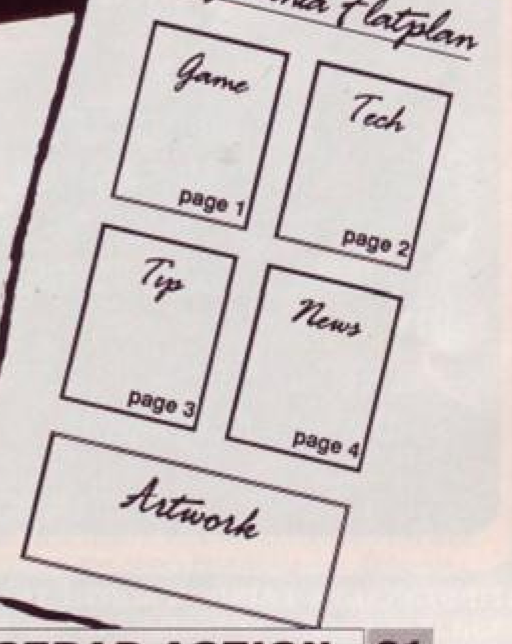
1 Lock of hair falls over eyes. Trip and miss a go.
2 New receptionist agrees to lunchtime date. Skip gaily ahead, taking another turn.
3 Coffee machine breaks down. Go to machine to fix it.
4 You lose a contact lens, crawl around on the floor and end up at desk of your choice. Excellent!
5 Elastic band flies across the office and hits you squarely on the nose. You drop an article (of your choosing) out of the window.
6 The publisher wants to discuss your verry pore speeling. Go and see him.

ROD'S HAZARDS

1 Beard gets caught in laser printer. Miss a go untangling yourself.
2 Find a mouldy digestive biscuit in a drawer. Go to tea machine to get an accompanying brew.
3 You win a game of *Laser Squad*. In the excitement you take another turn.
4 You get invited to a racing car freebie. Screech to desk of your choice.
5 An unreliable freelancer wrote one of your articles. It's rubbish. Throw the article of your choice away.
6 A blatant libel's been printed in *Amstrad Action*. The publisher wants an explanation. Go to his office.

ad Action birthday boardgame!





ADAM'S HAZARDS
1 Your freelance PD Column is late again. Miss a go finishing it off.
2 Your desk is in an appalling state. The publisher wants to see you about it.
3 You look bleary eyed from staring at a monitor all day long. You desperately need a cuppa. Go to the tea machine.
4 You've managed to fix a set of wheels to your CPC. Stakeboard to the desk of your choice.
5 The faulty wiring of your home-made ROM board starts a fire. One of your articles in incinerated. Lose the one of your choice.
6 You write an RSX that speeds you up. Take another turn.

OLLIE'S HAZARDS
1 You find your mountain bike behind the cupboard. Cycle straight to the desk of your choice.
2 You're falling asleep. Go and get a coffee to revive you.
3 You put an article down for a minute, and can't find it again. Lose an article of your choice.
4 The deadline's been brought forward. An extra burst of energy allows you to roll again.
5 The publisher wants to speak to you about the cover. Go to his office.
6 You've stuck the wrong pictures in the wrong places. Miss a turn while you sort them out.

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COMMODORE 64
SEGA

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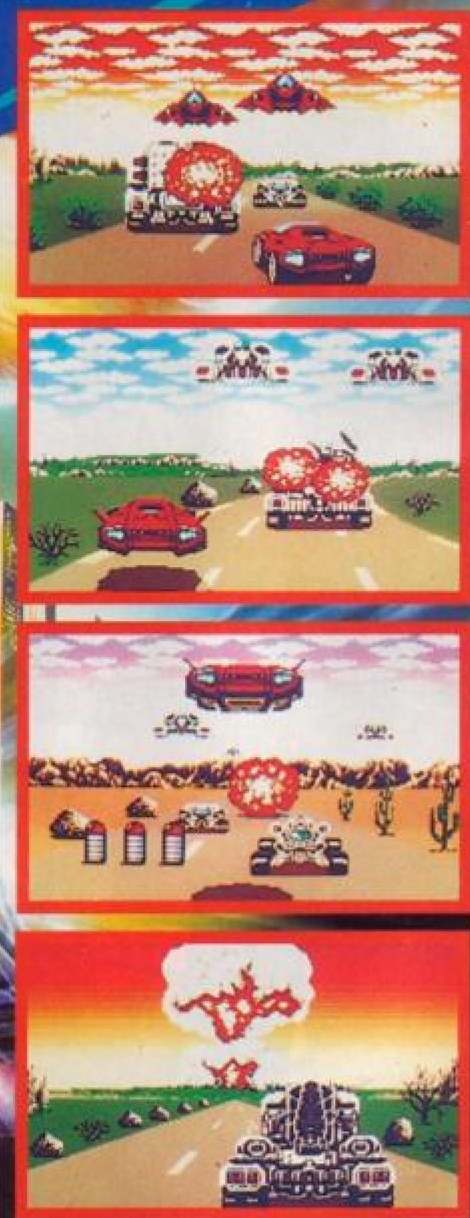
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II

As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.

NUCLEAR threat...*Stop.* DESTROYER CONVOY detected..*Stop.* Wipe out the TERRORISTS..*Stop.* Scientists in DANGER...*Stop.* IMMEDIATE ACTION!..*End of transmission.*





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HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

Help given on all types of BASIC, using CPM, some machine code beating the computer at Chess, Viewdata, Logo and many other things to do with CPCs. Help is also available on Spectrum and BBC but I am mainly concerned with CPC. I would like help on machine code, ROM routines, projects, RSXs and programming CPM. Please send SAE.
Craig Holdstock, 7 Carline Road, Lincoln, Lincolnshire LN1 1HL (0522 529726 except Sundays).

Pen pals wanted 12-14. Preferably male. Must have 464 and be able to swap games and must also have a tape deck.
Richard Westwood, 238a High Street, Chasetown, nr. Walsall, Staffs. WS7 8XH

Will swap Gazza's Super Soccer, LA Swat, Dan Dare, Ghostbusters and ATV Simulator for Operation Wolf. Interested?
Richard Jarman, Forst Dene, Forest Hill, Sandiway, nr Northwich, Cheshire CW8 2AT

Help offered on most war combat and simulation games, and others. Female penpals wanted – over 18 years. All letters answered.
Peter Hall, 138 Craylands, Basildon, Essex SS14 3QY

I am offering free help for Gryzor, Renegade, Robocop, Barbarian, Operation Wolf and Roland In Time. I would also like a penpal.
Chris Tuckley, 20 Farbrook Way, Shortheath, Willenhall, West Midlands WV12 4SG

Please could someone give me the pokes for Operation Wolf and Operation Thunderbolt?
Daniel Comber, Stablehurst, Horstead Lane, Sharpthorne, West Sussex

Has anyone got Double Dragon or Vigilante on tape? To sell or swap.
Nick Lambshead, 59 Kingsdown Crescent, Dawlish, Devon EX7 0HQ

The subject I would like to help people on is pokes and tips on many games.
L C Oakes, 26 Hillcrest, Molescroft, Beverley, HU17 7HS

Has anybody got a copy of Rainbird's advanced Music System which they are willing to part with?
Nicholas Allen, 7 Hawkswood Avenue, Firmley, Camberley, Surrey GU16 5LH

Help needed on Level 2 of Platoon and poke needed for Ikari Warriors (tape) and any hints and tips for Platoon.
Christopher Morris, 11a Kensinton Drive, Woodford Green, Essex IG8 8LR

Cheats wanted for Road Blasters, The Vindicator, Crazy Cars I and II. Please on Amstrad 464 tape only.
Mr M J Williams, 78 St Pauls Road, Chichester, West Sussex PO19 3DB

Pokes for BASIC programs. Graphics and Music demos. Disk manipulation. Keen CPC 6128 users only.
J Woodall, 95 Huntsmans Walk, Acomb, York YO2 3JU

Wanted AA Covertapes. PD software on tape or disk. Plus any homegrown software. Send SAE if you want software returned.
John Wall, 20 Atlantic Avenue, Belfast BT15 2HN

Please can anybody send me the address of Citizen. Also, if you are considering purchasing the new Citizen Swift 9 then I would like to hear from you. All of your letters answered.
Henry Williams, 36 Collum End Rise, Leckhampton, Cheltenham, Glos. GL53 0PB

Cheats and pokes to exchange or buy. Pack of six: BATMAN/AIRWOLF/MIG 29/HACKER II/SPITFIRE 40/COMBAT UNIT (SAIGON) all for £10 or £2.99 each. Also, penpals wanted aged between 14-19. Can have any computer (464/664/6128). Wish to swap programs and games.
I Jones, 14 Marcos Drive, Castle Bromwich, Birmingham B36 9ND

Desperately wanted. Rebelstar (464 tape) by Firebird. Will swap any of these games: Nebulus, Ikari Warriors, Ghosts 'n' Goblins, Nemesis, Captain Blood or Tetris. Or I will buy for sensible price (up to £3.00).
David Mitchell, 1 Manor Close, Ivybridge, Devon PL21 9BQ

Has anybody got Shinobi on disk, willing to buy or swap for Mr Heli, Rick Dangerous or Black Tiger. All disks – all originals.
Gregory Tucker, East Stibb, Langtree, Torrington, North Devon EX38 8LN

Penpals wanted. 464 owners (tapes only). I have Multiface 2+, Myth, Powerdrift, Shinobi, Batman, Ghostbusters 2 and lots more. Send lists of your games. Also games for sale: Giant £6.00, Myth £3.50 and lots more. Very cheap. Send SAEs for pricelist.
Adrian McDonagh, 38 Grasmere Way, Lakes Estate, Milton Keynes, Bucks. MK2 3DZ

Will anyone swap a Multiface 2 for Hackit and £60 worth of games?
Paul Hornsey, 11 Telford View, Linlithgow Bridge, West Lothian, Scotland EH49 7RS

Wanted ! Little computer people 464 tape, will swap for games if I can or buy depending on how old it is.
Steven Kenny, 648 Ormskirk Road, Pemberton, Wigan, Lancs.

Penpal wanted age 9-10. Must have a 6128. I am willing to swap maps, tips, pokes and games. Also help needed on Championship Sprint, Rainbow Islands and Continental Circus. Help given on Dizzy 1,2 &3. AAs needed: 1-6,8-19,22,24,25,27,28,35 and 36.
Jamie Shailes, 3 Dennys Walk, Narborough, Kings Lynn, Norfolk PE23 1TA

OI!

Helpline is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads*...

Help ! I need to sell all my CPC 464 games. Many full-price and budget games for sale at cheap prices. Send SAE for full list.
F McIntyre, 14 Poplar Way, Kirk Hallam, Ilkeston, Derbyshire DE7 4NP

I have loads of games to swap only. Not for sale. All originals and in very good order. Send SAE for list.
Mr K Sharp, 93 Somersall Street, Mansfield, Notts. NG19 6EJ

Desperately wanted. Fruity Frank (464 Tape Only). I am willing to swap in exchange for FA Cup Football, Nightmare, Count Duckula or Hacker II. Or I will buy it at a reasonable price. Send SAE for further information.
John Carrahar, 18 Stirling Avenue, Primrose, Jarrow, Tyne and Wear NE32 4JT

Will anybody sell me Tasprint 464, Tascopy 464, Tasword 464 and Easiart for a reasonable price or in exchange for games. Many top titles (all originals) including Cabal, Robocop, Fiendish Freddy etc. Will sell games separately. Send SAE for list.
Andrew Ramsbottom, 12 Carrs Lane, Cudworth, Barnsley, South Yorkshire S72 8EJ

I own a CPC 464 (tape only) and I would like to have penpals from any country. Age 14 to 17. I own loadsagames and cheats.
Robert Grech, St Lawrence, Rinellia Str, Kalkara, Malta

I'm appealing to all 464 owners in the hope of swapping one of the following games for Capcoms Coin-Op hit Blacktiger: Double Dragon, Rastan (the Warrior King), Dragon Ninja (or if you have anymore combat games for swaps)
14 Gerrard Mews, Washingborough, Lincoln LN4 1HB

Elite: Dangerous Commander with 60,000 credits to his name for sale. Just send a SAE, a blank tape and my small fee of 50p.
Stuart Bonar, 70 Treveneague Gardens, Manadon , Plymouth, Devon PL2 3SX

Need any pokes for Wec Le Mans, After Burner, Fast Food, SDI, ISS, The Real Ghostbusters, Vindicators and Renegade ? Just send 50p postal order payable to David Hanmore and send blank tape for poke.
David Hanmore, 10 Lavender Gardens, Enfield, Middlesex EN2 0PT

Desperately want Colossus Chess 4.0. Will swap for any one of these: Vindicators, Metrocross, Hard Drivin', Batman the Caped Crusader, Winter Games or Microprose Soccer. Also want good adventure games, send list and choose a game above or send for another list. Tapes only.
Jan-Fei Li, 26 Kirton Close, Tilehurst, Rading, Berkshire RG3 2NS

If your name is Adrian Forbes or Andrew Wong then contact me because I lost your addresses.
Martin Fan, Flat 6, 251 Brays Road, Sheldon, Birmingham B26 2UL

Penpal wanted – female. Wish to buy tape games, anything considered. All penpals answered.
P Tuohy, Hurlers Cross, Bunratty, Co. Clare, Ireland

I will give a free, original, budget or full-priced game, tape or disk to the first clever soul who sends me the complete solution to the final level on *They Stole a Million*. (A map will make it easier to understand). A list of games to choose from will be sent on receipt of tips; remember your name and address.
P Barone, Martintop Farmhouse, Latimer, Bucks. HP5 1BX

Penpal wanted. Age 10-13 female or male. Exchange games for Amstrad CPC 464 tape not disk. Games like *Black Tiger*, *R-Type*, *Rainbow Islands* and *Italia '90*. Must give games back after swap. Also need a map for *Dan Dare*.
Eamon Scaroni, 909 Wolverhampton Road, Oldbury Warley, West Midlands B69 4RR

Forum

Trouble with your technical bits? Here's the section for you

● Mr Extremely Angry



I am at the point which I was at about two years ago. I am EXTREMELY ANGRY at your *Type-in* section, which gets me so mad!! This section caused me to stop buying *AA* two years ago and it just might have the same effect again.

Why is it that, when all my check-sums are the same as the magazine's listing, I get syntax error messages etc or the stupid program just won't work? Take the August issue (*L. Base* & *Poke-It*). Both of these programs won't work. The *Poke-it* type-in must be printed wrong and, as for the *L.Base* listing, it might be slightly useful to tell us that the program isn't meant for disk owners and from what I can make of it (due to syntax errors at all lines that contain CLEAR INPUT) it is probably for the 6128 only!!

Come on *AA*, buck your ideas up and give us tape users some good utility programs for a change (that work)!!

Andrew Ramsbottom
Barnsley

Keep your hair on Mr Ramsbottom, we do our best you know. We take great care to makie sure that all Type-Ins work before publication. If an error does creep into the listing, we make sure that we print an explanation in the next possible issue.

You'll find the explanation for Poke-it above. Lbase was in fact printed correctly. It was a 6128-only program as you surmised, though it is probably possible to make it work with some adaptation.

We were unable to test that particular type-in on the 464. Our printer (which is also pretty vital for this type-in, for obvious reasons) is connected to a 6128, and so we can only test printer-based programs on that machine.

● Much too much

I started reading your magazine last year and I think it's the best Amstrad mag around. What you might be able to help me with is the problem of expanding my 464 to 128K. I'm going to buy a 64K RAM, so could you please tell me what other software or hardware I will need and how much it will all cost? Another thing I want to know, why do things on ROM cost so much, since buying or manufacturing ROM in bulk is very cheap nowadays.

D D Asante
Leicester

A RAM expansion pack, such as the Dk'Tronics device sold by Datel Electronics, is all you need. They cost around the £50 mark.

ROMs are still relatively expensive compared to tape or disk. storage Anyway, the cost of software isn't really related to the cost of the media it comes on. You pay for the convenience, which is why disk software is around a fiver more than tape, whereas blank disks to the trade cost far less than that. Also, software on ROM tends to be more specialised, fewer copies will be sold, so the development costs must be spread over a smaller number of units and a higher price charged.

● I want to poke

I'm writing about a program I typed in correctly by using *Type-writer*. The one I am having problems with is *Poke-it* by Graeme Rowles of Dartford in Kent.

This program designed to be used instead of a Multiface. I went through it as it told me to, but it wouldn't work. So can you please help me to get the program *Poke-it* to work for me?

David Ward
Stoke-on-Trent

The problem with Poke-it *is that it will only work with certain games. A lot depends on how well the program behaves. If it's heavily protected, then chances are that* Poke-it *will be disabled.*

So, if you have typed it in correctly, you'll just have to bear in mind that it doesn't work with all games. Sorry about that.

● A bit missing

May I offer a few words of assistance to your correspondent, karl Parrish, concerning his Tandy printer and its lack of graphics. (*Forum, AA59*). I use to own a Tandy printer (DMP 105) and discovered that the graphics capability of the printer could not be accessed by my CPC because the CPC has a 7-bit printer port and the Tandy printer requires an 8-bit output. My information came from Tandy in Wolverhampton, and they suggested the use of an 8-bit printer port from KDS Electronics to solve the problem. I never tried this solution so cannot vouch for it.

On a completely different subject, I notice that some beginners in the Public Domain library business (Alan Scully, Helpline) are inviting donations to their libraries, including material from other PD libraries, such as WACCI etc. As many of these established libraries have apparently taken a great deal of trouble with additional documentation, can it really be considered fair or ethical to indulge in this 'secondary' piracy – if indeed that is what it is? Does *AA* have a view on this subject? I hasten to add that I have no connection with any PD library but have several PD programs, most of which are excellent.

G A Doyle
Wolverhampton

KDS does indeed supply an 8-bit printer port for the CPC. It can be contacted on 04853 2076.

The whole point of public domain software is that it can be distributed freely, so that anybody can pass copies on. However, I do agree

● Amstrad going bust?

My friend and I both own Amstrad CPC464 computers. My friend's computer has just been sent for repair, but he was told that they cannot get the parts need because Amstrad are not producing any more parts or computers. To make it worse, he was told that we won't be able to buy software and anything else by the new year as Amstrad are going out of business.

Can you tell me if this is true or were the repairers just trying to get out of doing the work?

Kristian R Desborough
Hull

Cough... splutter... [Waring's coffee goes flying across the room] Amstrad going out of business? Certainly not! The recently-launched console is proof of that. Take your computer elsewhere. There should still be plenty of spares available to make your poorly machine better again.



● Amstrad going bust? If it was, would this man be smiling?

that it is a bit mean directly ripping off other libraries' disks. After all, they've taken time to collate the collection, in some cases even writing the software themselves. Still, that is the whole principle of the thing.

● No man's land

First, a plea for help. I have recently bought a programme called *CP Graph*. It is distributed by a company called 'No Man's Land'. I got it in Deptford Market for just 50p! All well and good, I hear you say, but what's the problem? Well, it's all in German and I don't sprechen die Deutch (?).

I have written to the company in question, an adequately grovelling letter explaining the situation, but as I've now been waiting six months for a reply, I have to assume I'm not going to get one. So, if anyone can assist me with this problem, my gratitude will know no bounds. Well, maybe a few bounds.

Secondly, I have to disagree with your high rating on *Myth* by System 3. I am by no means a brilliant games player, but I managed to complete the game within three days, and after shelling out fifteen quid (on the basis of your review), I was mightily upset by this. Good game, great graphics, average sound, good playability but value for money: not on your nelly! Sorry.

Thirdly, on the excellent game *Klax*, I (and my friend) regularly score well over the million mark. I recently read an update of this game in your ex-publication *ACE* (you really shouldn't have sold it; it has gone downhill!), that the CPC version is REALLY SLOW! Can you comment as to the truth of this statement?

Finally, if Activision have the rights to *Alien vs Predator*, who has the rights to the upcoming *Alien 3* and *Predator 2*? Just curious.

Simon D S Warford
London

Let's get this straight. You bought a German program? No wonder it was only 50p. I'd cut my losses and run if I were you.

You managed to finish a game and you're complaining? You should be proud of such game-playing skills.

*Of course ACE has gone down-hill. What do you expect? After all, it isn't published by Future any more. As for their comments about Klax, we think that's c**bblers. If you're happy with the game then take no notice.*

I haven't heard of any plans for either of those films.

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

● Barking mad

Processing power. The rate at which a machine can alter the area of memory or perform calculations. Take the Amstrad (very clever machine) and a Commodore 64 (boo, hiss) for example. In processing terms, the CPC wins hands down – its 4MHz Z80A CPU has over two times the power of the C64's 1MHz 6510 – and yet for mainstream games. The C64's are better. Why? (If you know what I mean).

James Barker
175 Barnsley Road
Cudworth,
Nr Barnsley,
South Yorkshire S72 8UL

p.s. Please print my name and address as I would like a penpal age 15 or under!

Who says that C64 machines are better? This business about the speed of processors doesn't really have that much do with the speed of a computer – although it's obviously a very important factor.

The C64 has a lot of of support in the form of sprite hardware. It doesn't have a proper high res screen layout like the CPC either – using a rather clumsy attribute system instead. Fast, but crap.

Some games are very good on the C64, I'll give it that, but for my money, CPC games are generally much better. And just wait until you see some of the new Amstrad cartridge games...



● Are C64 games as good as Amstrad ones? Are they heck!

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

● Tape to tape

Like many other readers, I have a tape-loading problem, but I think mine's probably a bit unusual, in that I have no problem loading commercial software from tape into my CPC6128, or even tapes recorded on my daughter's CPC464, but what I just can't load are tapes that I recorded on my own machine!

I've spent hours, I've juggled with the volumes, I've disconnected all superfluous leads, I've moved the recorder as far away from the computer as the flex will allow, but it's still no go.

Incidentally, tapes recorded on the 6128 load into the 664 quite satisfactorily. So where do I go from here? Anybody else have the same problem and managed to overcome it? Any ideas would be appreciated.

Jim Palmer
Bournemouth

Sounds like there's something wrong with the recording mechanism of your computer, rather than a loading problem. Get it checked out out by a professional repair company.

● Radio transmission

Regarding the letter from Andrew Snook, MAPLIN electronics sell an RTTY kit which suits his specification. The link to the Amstrad is via RS232.

RTTY stands for 'Radio Teletype', which is a means of transmitting and receiving information by radio-like CB for computers.

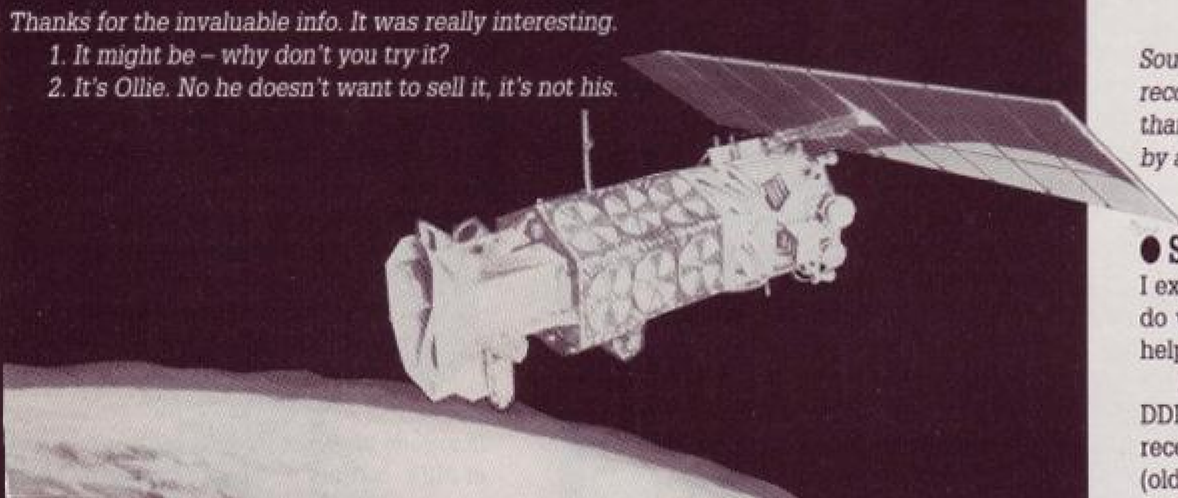
Now I have some questions of my own:

1. Is it possible to have machine code below &500 and be able to have a BASIC program?
2. Who is the guitar hero on Page 36 of *AA57*? Does he want to sell that Fender Mustang?

Marcus Fletcher
Carlisle

Thanks for the invaluable info. It was really interesting.

1. It might be – why don't you try it?
2. It's Ollie. No he doesn't want to sell it, it's not his.



★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

● Short circuit

I expect you're fed up with solving problems to do with printers, but I'd really appreciate your help with this one!

I've got a CPC464 with Multiface II and DDI-1 disk drive attached. A friend of mine recently 'gave' me an OKI Microline 82 printer (old, eh?) with a manual. I've got a PL-1 printer lead and connected the printer to the CPC. I've managed to set the dip switches to effect

some kind of printing using the 'PRINT #8', 'string' format, but something strange is happening to the printed results and/or character sets. Unfortunately, I don't know what's wrong. Can you or any of your army of readers offer any help?

Below is an example of the printed result when the 'string' is:

<table>
<tr><th>String</th><th>Result</th></tr>
<tr><td>a) 'abcd....xyz'</td><td>ijklmnohijklmnoxyz| | |xyz</td></tr>
<tr><td>b) 'ABCD....XYZ'</td><td>IJKLMNOHIJKLM
NOXYZ|/|^_XYZ</td></tr>
<tr><td>c) '1234567890'</td><td>9:; <=> ?898</td></tr>
</table>

Nigel Caldwell
65 Highfield Road
Kidderminster,
Worcs DY10 2TJ
Home: (0562) 741945
Work: (0384) 400550

Sounds like a wiring problem to me. Try getting your cable checked out to make sure none of the wires are shorting out. It may be worth having your printer looked over, too. If you know someone with another type of computer, try connecting it to that to see if you get the same result.

● Plus points

I have just read the latest ish of *Amstrad Action* (the one with the wicked review of the Plus models and the GX4000), and I have been thinking (very hard).

If I was to upgrade to a 6128 Plus (I have an original 6128), would it be better for word-processing/programming, as I do a lot of both?

I have decided to buy a Magnum Lightphaser for my 6128. Would it work with the 6128+ model?

Would I be able to connect a 6128+ up to a TV, via an Amstrad modulator, or use it with existing mono/colour monitors?

How much will the ROM cartridges cost for the new models?

Would it be worth upgrading to a 6128+, or should I buy a GX4000 console?

I would be more than grateful if you could answer my pleas for help (grovel, grovel, creep). Also I would like to say how much I think your mag has improved over the months, and is well worth the £1.45.



Paul Hinchliff
Ipswich

P.S. Why did the cool dude Trenton leave *AA*?

Gosh, what a lot of questions. I'll do my best; here goes...

The keyboard of the new machines has the same layout as the CPC6128. However, it has angled keys, and definitely feels more responsive.

No. The new Plus machines have a special lightgun socket, whereas the Magnum fits into the expansion port.

No. The socket that connects the Plus to a monitor or modulator is different. It has more pins as it offers stereo sound output via the monitor. You could probably get a lead made up, but you'd lose the sound.

We reckon that the cartridges will be around the £25 region.

Ah, the sixty-four million byte question. One that thousands of CPC owners must be asking themselves.

The actual computer (as opposed to console) side of things is the same in both the CPC and Plus ranges. That is, all tape or disk software will behave identically. It's only when a cartridge is plugged in that the additional hardware is accessed. (Although it remains to be seen whether innovative programmers figure a way to get round these restrictions, and start producing console-style games on tape or disk.)

The point is that owning both a CPC6128 and a GX4000 console gives you the same computing power as owning a 6128+. Obviously, though, you'll need to find a spare TV to plug the console into. (It's a slightly different story for 464 owners. The BASIC has been uprated to version 1.1 in the 464 Plus, the same as in the 6128 machines.)

What you have to consider is the resale value of your current 6128, and whether it's worth shelling out the extra dosh (over the £100 it'd cost you for the console) for a neat, all-in-one unit. Also take into account the new up-to-date design of the Plus range, and for someone who does a lot of typing, such as yourself, the comfort of using a better keyboard.

Only you can make that decision...

I'm glad to hear that you find AA such value for money, 'cos it's going up next month (ouch! – only 20p though).

Trenty left for the lure of bright lights, fast cars and more dosh. Actually, he's only gone round the corner to work on our sister magazine Amiga Format (available at all good etc...), and still pops round to say hello (and avoid doing any work).

● Dying for a dump

I sympathise with J Tucker and his little problem with s-t-r-e-t-c-h-e-d *Stop Press* printouts (*AA57*): I too have spent hours battling with my dip-switches trying to persuade my LQ3500 printer to produce an A4-sized page. The A5 version comes out an inch too long as well. My old DMP3160 never failed to come up with the goods (until the motor burnt-out while churning out a long queue of high resolution *X-Press* pages... but that's another story).

Upon reading your response to J Tucker's letter, I scanned every page of my CPC and printer manuals for The Answer, but there is no mention of a 'printer driver' anywhere. What is it? Where is it? If J Tucker and I are using the wrong one, how do we change to the right one?

As other letters to your esteemed publication have shown, the manual for the LQ3500 (and those for other printers) leaves something to be desired in its treatment of CPC users, what with 7-bit data (*AA53*), no pin 14 (*AA55*) and Viking character sets required (*AA56*), we are a very peculiar bunch. so, when I couldn't get my new printer to work, I phoned the Amstrad Helpline (0279 454555) to confirm the default dip-switch settings, mentioning that its umbilical was attached to a CPC. My baby still failed to breathe. "It must be a serious fault", said the confident Helpline Lady, "you'd better return it to the supplier." Not bloody likely! Getting this printer out of Dixons as a replacement for my burnt out DMP only took five months...

The upshot of this trauma is simple: switch 8 must be NOT SENT (i.e. 0), which is contrary to official advice.

Val Robinson
London

A printer driver is a program which is custom-written for a particular make of printer. These programs are not available commercially. Some programs have built-in drivers to support a range of printers. The problem is when they don't, such as in the Stop Press *program.*

When this is the case, your only hope is to write your own patch routine, obviously not a task that everyone is capable of. So, if anyone out there happens to have written a printer driver for Stop Press/DMP LQ3500, you'll let me know, won't you...?

● No longer working

My CPC has tragically stopped working. When I switch the monitor on nothing happens. I do not know where the computer was originally bought, so please could you put me onto someone who can fix it, hopefully without bankrupting me.

Stephen Coreless
Tottington
Bury

It sounds very much like the monitor circuit is at fault. It could just be a fuse inside the casing that needs replacing. However, I cannot recommend that you go tinkering inside if you

have no experience of high-voltage circuitry.

Luckily, the monitor is very similar in construction to a television. In fact it was originally based on an Amstrad portable TV set. Any competent TV engineer should be able to at least trace the problem, and more than likely fix it.

● Hot tips

I am 14 and have owned a 464 since 1985. Recently I have started to learn the ways of machine code and I am about to buy an assembler. I have been considering buying *Maxam* (464) on tape and am wondering if this would be a good buy. For instance, does it include a source creator?

I have recently restarted buying your magazine and in fact now receive it through subscription. Whatever happened to "Hot Tips"? I always found it useful in the past – below are some discoveries of my own:

(In some cases it is necessary to reset the computer before typing in the instruction.)

a) For rough italics in mode 1 type: CALL &BA45

b) For four colours in mode 2 type (scrambled writing though): CALL &BA45

c) For a weird on-screen display (accompanied by clicking on the tape recorder) type: CALL 19 [enter] then CALL 19 again.

d) For a screen full of fuzz follow the following guide:

i) type: POKE &ba45,1

ii) press your hand up and down on the right hand side of the keyboard (the area surrounding and including the large Enter key) until fuzz the size of one character appears

iii) press the enter key until the whole screen fills with fuzz

iv) an endless maze can now be scrolled through using the arrow keys

e) For anyone creating user-defined characters I find that a chess or draughts board makes a perfect grid.

On a completely different subject, I find some interesting effects can be obtained by 'games mixing'. Simply by loading a game with the loader from another, different colours or a confused display can be obtained.

Finally, I know it's an oldie, but can anyone help me with 'Soul of a Robot' - I have mapped out the whole first level but still cannot work out which is the transporter room!

Allan Barklie
8 Cameron Park
Ballymena
Co. Antrim
BT42 1QJ



We think you're as mad a Middle Eastern country, but thanks for the tips anyway. Hot Tips still lives on as part of Forum. So if you've discovered a tip so hot that the only way to handle it is with asbestos gloves, then please send it in.

Any kind souls who can help Allan out (and by gum, he needs help), get in touch with him.

● No mice

Do you know anywhere I can get a copy of AMX *Stop Press* without the mouse or the interface, as I already have the mouse from AMX *Art* which I presume is the same as the one in *Stop Press*. Please advise?

Ben Ivory
Cheriton
Kent

A mouse-less copy of Stop Press *can be obtained from Database Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. Tel: 0625 878888.*

● Escape from Priz

A little tip for those people who have typed in PRIZ from the September edition and only looked at it long enough to enter it into the computer – and for those who are going to type it in:

Change line 950 to read thus: 950 inflv=1 and you will get infinite lives.

Nicholas Manville
Corfe Mullen
Dorset

You're just a low-down cheat, Nicholas. Never mind – anyone out there being driven to frustration by that excellent type-in will probably be more than glad of the help!



● Are you being kept a prisoner by PRIZ?

● Scanning the Stars

I am the proud owner of a Star LC24-10 which I use with AMX *Stop Press*. After reading the article in *AA58* about Multimedia I am considering getting hold of a Dart Scanner. In the article you said that you need to have an Amstrad DMP range printer in order to be able to operate the scanner. You also said, however, that it may be possible to adapt the 'reader' to fit onto other makes of printer head. As I am not really the sort of bloke who can afford to fork out eighty quid just of the hell of it, I would quite like to know if it is actually physically possible to adapt the device to fit onto my machine.

Or is there anybody out there already using a Dart Scanner on a LC24-10?

Josh Malin
Stream Farm
Panborough
Wells
Somerset BA5 1PN

We had the device fitted to a Citizen 120D printer. Blu-Tac was used to attach the reader to the print head. The results were very satisfactory but I've no doubt that they'd have been better if the scanner had been used properly with a DMP printer.

I can see no reason why the scanner shouldn't work - to a fashion - with your printer. I can't guarantee that, not having tried it out myself. Perhaps other readers can help?



Free for all

Gosh, a bit of an abbreviated *Free for all* this month, folks. Rod assures me that it's only because of the competition for space this ish, though, and that we'll be up to the usual two pages next time. For his sake, we'd better...!

I've received a letter from someone who is running a Public Domain Library. I won't name the person, not because he's done anything illegal but because there's a chance he might be a little bit embarassed.

The letter contains some nice words about *Free for All* (thank you kind sir) and an interesting question concerning copyright.

Mr X hasaccquired quite a few CPC demo programs written by programmers in Germany. The demos themselves are of a very high quality and show off the full capabilities of the CPC and even some things that, technically speaking, it's not supposed to be able to do.

The problem is that most of the demos use music tracks that have been taken from commercially-available games.

"I'd like to put these demos into my Library catalogue", says Mr X, "but will I be infringing copyright, can legal action be taken against me if I do and is there anyway I can get around this situation?"

Good question, Mr X, and one that I've spent the last month searching around for an answer to. I've been on to a few legal experts who specialise in matters concerning computers and finally come up with some answers...

The bottom line on Mr X's question is that yes, it is illegal (either for free or for profit) to pass on copies of programs that contain original, copyrighted sections of code. This encompasses demos that include the the music code from commercial games.

This means that legal action could be taken against any individual or library that began distributing copies of these demos. The type of action taken could range from a simple warning to cease the practice right through to being sued in court for infringement of copyright.

One way around this is to contact the software houses concerned, explain the situation and ask for their permission. If you are successful, make sure you get it in writing! I think that most companies wouldn't object as long as there was a credit inserted explaining that the soundtrack is from their program. In fact they might even consider that it was a nice bit of free publicity for their game.

Another sensible move would be to contact FAST before doing anything – once again, explain the situation and then ask for their advice. Like the *Yellow Pages* they're not just there for the bad things in life, they can be very helpful if you need advice.

Of course you could risk it and carry on regardless but this might not be very wise on two counts. Firstly you might be leaving yourself open to legal action. Secondly (and more importantly) it doesn't actually enhance the public image of Public Domain software libraries.After all, we don't want the 'PD' in PD Library to stand for 'Pirated Duplication'...

You can bank on it

I have also received a couple of very similar letters of complaint from people suffering the same problem with two entirely different programs ordered from two separate PD libraries. They basically say "I ordered the program to use with my CPC6128 but each time I try to RUN" the program it comes back with the message 'BANKMAN.BIN not found' and then it refuses to do anthing else. Am I missing something here? Are these programs defective and if so what legal action can I take?"

Well, legal action is a pretty stern step to take against a PD library which may well be the innocent party. After all, libraries generally simply pass on software rather than originating in (more in a future column).

In the meantime, though, with regard to this particular query, BANKMAN.BIN is a binary file that allows the 6128 to take advantage of the extra bank of memory capacity it has over the 464. Obviously the programs mentioned, use the BANKMAN file to do hoopy things with your CPC6128's memory. Once the program is run it looks around for the file and when it doesn't find it, it gives you the error message 'BANMKMAN.BIN not found.' So where can you get hold of this wondrous and essential little bit of programming?

The bad news is that the Public Domain libraries are not allowed to send you the file because it'scopyrighted, by Amstrad. If they did so, once again, it would be breaking the law. So how will you ever get the program to work? Well, the good news is that you already have BANKMAN.BIN on one of the two CP/M+ disks that came with the 6128 when you bought it. Yes, type in CAT followed by ENTER and you'll see it there on the first disk.

Use *Newsweep* if you have it (see last month's *Free for all* for more details) to transfer BANKMAN onto the relevant disk. If you don't have *NSWP* then you will have to use PIP.COM, which is also supplied on one of your master disks.

WHERE TO GO

• WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein. But do it today, becuase the WACCI library is a CPC-specific library second to none in the UK.

• DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.

• Got a cassette-based system, and feeling left out of the fun? Tough! No, no, don't shuffle away sulking. Send a blank cassette and 40 new pennies to Robot PD llbrary, 2 Trent Road, Oakham, Rutland LE15 6HF and you'll receive a tape jammed packed with goodies. If you're one of those retiring careful types who consider the idea of sending off *40p!* to an unknown address absolutely outrageous, you can send for a free catalogue by contacting the above address (at least include a stamped addressed envelope, huh?).

• The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.

• TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.

• Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.

• The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.

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CHEAT MODE BOOK

READ THE SMALL PRINT!

You've seen the covermount (*AA56*), you've read the blurb – now buy the book! *Cheat Mode II – The Revenge* is here...

All you old timers out there *must* remember *Cheat Mode 1*, the collected hinting, tipping and poking wisdom of *Amstrad Action*'s first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager *AA* readers looking for a way to take the sting out of their fave games...

Well you ain't seen nuthin' yet. *Cheat Mode II* takes the best cheats from the last three years of *Cheat Mode* and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together *150* previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why *Cheat Mode II* is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed – and you'll become the proud owner of the most important new work since... since... well, since *Amstrad Action* itself, dammit!



Important: Do you have any of the following games...?

1942 • 1943 • 2088 • 3D Starfighter • 3D Starstrike • 720 Degrees • Academy • Activator • Advanced Pinball Simulator • Afterburner • Airwolf • Airwolf II • Alien Highway • Aliens • Amaurote • Anarchy • Android II • Angleball • Arctic Fox • Arkanoid • Armageddon Man • Army Moves • Asphalt • Asterix • ATF • Auf Wiedersehen Monty • Avenger • Back to Reality • Bad Dudes vs Dragon Ninja • Ball Breaker • Ballcrazy • Barbarian • Barbarian II • Bards Tale • Basil the Great Mouse Detective • Batman • Battlefield Germany • Batty • Bedlam • Beyond the Ice Palace • Bigfoot • Biggles • Bionic Commando • Biospheres • Blood Valley • BMX Simulator • BMX Simulator II • Bobsleigh • Bombscare • Boscorian • Boulderdash • Boy Racer • Brainache • Bravestarr • Breakthru • Bubble Bobble • Cauldron II • Caves of Doom • Challenge of the Gobots • Championship Sprint • Cholo • Chronos • Chuckie Egg • Classic Muncher • Climb-it • Cobra • Cobra Force • Combat Lynx • Continental Circus • Contraption • Cop-Out • Crazy Cars • Crazy Cars II • Critical Mass • Curse of Sherwood • Cybernoid • Cybernoid II • Dan Dare • Dark Side • Death Wish III • Deep Strike • Desolator • Dizzy • Dominator • Doomdark's Revenge • Doomsday Blues • Doors of Doom • Dr Destructo • Dragon Ninja • Dragon's Lair • Dragon's Lair II • Driller • Druid • Druid III • Duet • Dun Darach • Dynamic Duo • Eagle's Nest • Eilodon • Elite • Empire! • Enduro Racer • Enlightenment • Equinox • Exolon • Fairlight • Fast Food • Fernandez Must Die • Fued • Firelord • Firetrap • Fly Spy • Flying Shark • Football Manager • Forgotten Worlds • Four Smash Hits • Freddy Hardest • Frost Byte • Galactic Plague • Galletron • Game Over • Game Over II • Gauntlet • Gauntlet II • Gemini Wing • Get Dexter II • Ghost Hunters • Ghosts 'n' Goblins • GI Hero • Glider Rider • Go Loader • Golden Talisman • Gothik • Grand Prix Rally II • Grand Prix Simulator • Green Beret • Gryzor • Gunship • Gunstar • Hacker II • Harrier Attack! • Head over Heels • Heartland • Heavy on the Magick • Herbert's Dummy Run • Heroes of the Lance • Highway Encounter • Hive • How to be a Complete... • Hunchback • Hunchback II • Hunt • Hydrofool • Icon Jon • Ikari Warriors • Impact • Impossaball • Incredible Shrinking Sphere • Indiana Jones and the Temple of Doom • Infiltrator • Inheritance • Inside Outing • Into the Eagle's Nest • Jack the Nipper • Jack the Nipper II • Jackle and Wide • Joe Blade • Joe Blade II • Karnov • Kat Trap • Killapede • Killer Gorilla • Knight Tyme • Krakout • Last Ninja II • Leaderboard • Licence to Kill • Lightforce • Little Computer People • Live and Let Die • Living Daylights • Mad Max • Manic Miner • Mask • Masters of the Universe • Match Point • Mazie • Metal Army • Metaplex • Miami Vice • Mickey Mouse • Mikie • Mission Genocide • Mission Jupiter • Monty on the Run • Moon Cresta • Moonbuggy • Motor Massacre • Moto • Moving Target • Mr Freeze • Mutant Monty • Navy Moves • Nebulus • Nemesis • Netherworld • Night Raider • Nightshade • Ninja Scooter • Ninja • Nodes of Yesod • Nomad • Northstar • Nosferatu • Oh Mummy • On the Run • Operation Gunship • Operation Wolf • Outrun • Palitron • Paperboy • Parabola • Pipeline • Platoon • Predator • Prohibition • Pyramydya • Questor • R-Type • Radius • Radzone • Rambo • Ramparts • Ranarama • Rasputin • Rasterscan • Rebelstar • Red Heat • Red LED • Red October • Reflex Power • Renegade • Renegade III • Rick Dangerous • Road Blasters • Road Runner • Robocop • Rocky Horror Show • Roland in the Caves • Roland in Time • Rygar • Saboteur II • Sacred Armour of Antiriad • SAS Combat Simulator • Savage • Scooby Doo • Scuba Kidz • SDI • Sentinel • Shanghai Karate • Shark Tape • Shockway Rider • Short Circuit • Silkworm • Skweek • Solomon's Key • Soul of a Robot • Space Harrier • Space Hawks • Speed King • Spellbound • Spiky Harold • Spindizzy • Spindrome • Split Personalities • Spooked • Spy Hunter • Spy vs Spy • Star Wars • Starfox • Starglider • Stormbringer • Stormlord • Strangeloop Plus • Streethawk • Strider • Strike Force Cobra • Super Hang-On • Super Hero • Super Robin Hood • Super Stuntman • Supertest Day 1 • Sweevo's World • Sword Slayer • Swords and Sorcery • Tanium • Tankbusters • Target Renegade • Tempest • Tenth Frame • Terra Cognita • Thanatos • The Duct • The Fear • The Fourth Protocol • The Real Ghostbusters • The Train • The Trap Door • They Stole a Million • Thing Bounces Back • Thrust • Thrust II • Thunderbirds • Thunderblade • Thundercats • Total Eclipse • Tour de Force • Trail Blazer • Trantor • Trap • Treasure Island Dizzy • Triaxos • Turbo Esprit • Typhoon • Uridium • Vampire • Venom • Victory Road • Vindicator • Vixen • Voodoo Rage • WEC le Mans • Who Dares Wins • Who Dares Wins II • Wizard's Lair • Wizball • Xcel • Xor • Xybots • Yabbadabbadoo • Yogi Bear • Zarkon • Zoids • Zub • Zynaps

Yup, you've guessed. Every single one of these games gets the Cheat Mode *treatment in* Cheat Mode II: The Revenge. *Unbelievable, isn't it!*

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Amstrad Action's mega Fi

This was a tricky one. How on earth do you top something like the *Amstrad Action* Fourth Birthday Competition we ran last year? No way, we thought. Instead of more goodies than you could possibly imagine, like last year, we would have to come up with something that was more *fun* than you could possibly imagine...

And what we came up with was a day out kart racing at Castle Combe motor racing circuit near Bath for *six* lucky prizewinners.

And that's not all! We're presenting this treat in conjunction with software house US Gold, which is also providing goodie bags for all the winners at the end of the day.

The *AA* team will be there in force too, of course – do you think we'd miss out on the fun, and the chance to go charging round a track at 200mph in a 650bhp turbocharged... (well, something like that)

So what are you waiting for? If you want to win a place at the biggest fun event in 1990, read on...

Imagine the thrill, the excitement, the speed...! Man and machine in perfect harmony... the smell of hot oil... the drifting clouds of rubber smoke... the pungent pong of fried onions... (well there's always a hot dog stand at these things, isn't there?)

Could this be your chance to start your glittering motor racing career? This year karts at Castle Combe, next year, who knows, Ferraris and Formula One, maybe? (Mansell is retiring, after all – they'll be advertising in the paper soon.)

We'll be holding our own little championship at Castle Combe, which could be just the chance you need to make a name for yourself. The winner will be crowned with glory, and probably be featured in all the national newspapers (well, we'll give them a mention in *AA*, anyway) as well as being presented at the end of the day with either a jeroboam of champagne (600 litres), 4cwt of Beluga caviar or 1lb of Milk Tray, whichever is the cheapest.

And to think that all you have to do (as ever) is answer a few, teensy-weensy little questions...

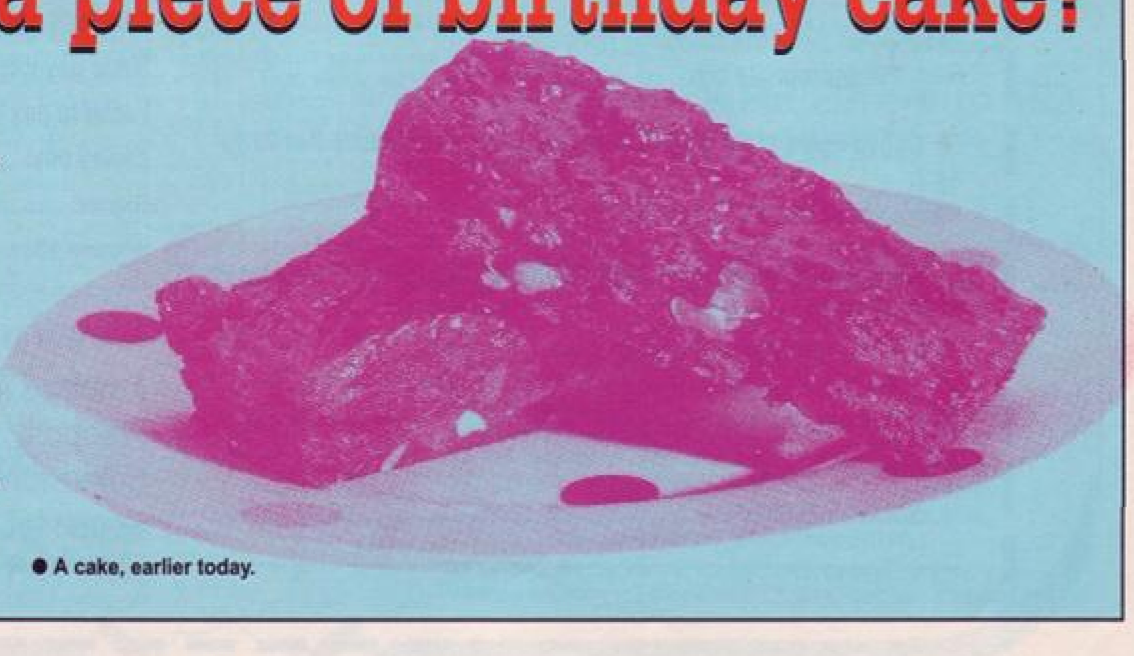
THOSE PRIZES IN FULL

- **6 first prizes!**
  – a day out karting at Castle Combe plus a US Gold goodie bag & ceremonial cake-cutting
- **50 runners-up prizes!**
  – your very own piece of *Amstrad Action* birthday cake delivered to your doorstep

Who wants a piece of birthday cake?

We don't do things by halves, you know. Even now, plans are afoot for a special celebratory birthday cake from those wonderful people at Ocean, which will be wheeled out at Castle Combe on November 3rd. All the winners of the Karting Compo will get a slice (us too, of course, ahem) naturally, but we reckon there's going to be some left over too. So...

So as a special consolation prize for those who didn't win the karting day out, we'll be sending out pieces of the *AA* birthday cake to 50 runners-up. Just think – you'll be able to have it mounted on a special marble plinth, use it as a doorstop, have it incorporated into the foundations of nextdoor's patio – or simply scoff the lot as soon as it drops through the letter box. Yum yum.



● A cake, earlier today.

Fifth Birthday Competition!





THE RULES

- Five winning entries will be selected at random from a large box after the closing date. The sixth winner will be the one who sends in the most unusual, entertaining or otherwise gob-smacking postcard.
- No employees of Future Publishing, US Gold or Castle Combe motor racing circuit are eligible for entry.
- Only one entry per person is allowed.
- Prizewinners must make their own transport arrangements to and from Castle Combe – maps will be provided!
- One parent or guardian may accompany any prizewinner – who knows, they might even get a go in a kart themselves...
- Bribes, threats or anguished telephone calls will make no difference to the judges' decision, which will be absolutely final and no mistake.
- The final closing date for this competition is Thursday, October 18th. Any entries received after this date will be converted back into trees and planted in South America.

KARTING KOMPO KRAZY KWESTIONS

OK, so you want to win a place on *Amstrad Action's* super-brillo day out karting at Castle Combe, eh? Well, first of all, you've got to demonstrate a profound knowledge of (a) *Amstrad Action*, (b) motor racing and (c) home economics. (Well c'mon on now, these are important issues.)

OK then, motor racing first. Two questions for you here. All you have to do is pick the right answer:

1. Which of the following is NOT a famous racing driver?

(a) Ayrton Senna
(b) Gerhard Berger
(c) Marcel Proust

2. What is the Nurburgring?

(a) A racing circuit
(b) An opera by Wagner
(c) A shopping centre in Hamburg

OK, and now for the *Amstrad Action* questions. Yup, we want to make sure you know all about Britain's best Amstrad mag:

3. Which of the following has NOT been an *Amstrad Action* editor? (There may be more than one.)

(a) Chris Anderson
(b) Vlad the Impaler
(c) Bob Wade
(d) Archduke Ferdinand
(e) Steve Carey
(f) Rod Lawton

4. *Amstrad Action* is published in Bath. What is the name of the river which runs through this elegant Georgian city, this cultural nexus, this gleaming jewel nestling... (oh, sorry) *PS, it's the river that joins Avonmouth and Bradford-on-Avon.*

(a) The Avon
(b) The Danube
(c) The Orinoco

Finally, since we're arranging for a special *Amstrad Action* birthday cake to be made, we want to make sure you know one end of a gateau from another...

5. Which of the following is NOT a small, dried fruit used in the manufacture of cakes and other comestibles? (Again, there may be more than one.)

(a) Guatemala
(b) Raisin
(c) Marrow
(d) Sultana
(e) Iguana

6. Marie Antoinette once said of the French peasantry, "Let them eat..."e

(a) "...sweet 'n' sour, fried rice twice, mate"
(b) "...cake"
(c) "...a small village in Cumbria"

Right then, think you know all the answers, do you. Well, write them down on a postcard (e.g. 1a, 2b, 3c etc) and send it to us at the following address:

KARTING COMPO
AMSTRAD ACTION
BEAUFORD COURT
30 MONMOUTH STREET
BATH BA1 2AP

Now then, don't forget to include the following:

1. Your name (very important this)
2. Your address (well, just as important really)

And don't forget that the closing date is October the 18th.

PLUS...
The sixth winner of the competition will be the entrant who submits the BEST postcard (most original/amusing/unusual etc). Not bad, eh?

So you know what you've got to do, don't you? Well then, get going...!

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dk'tronics — 64K AND 256K MEMORY EXPANSION

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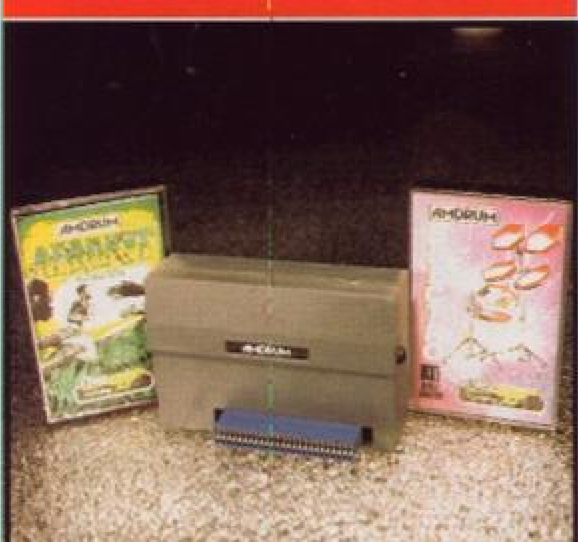
RAM music mAchinE



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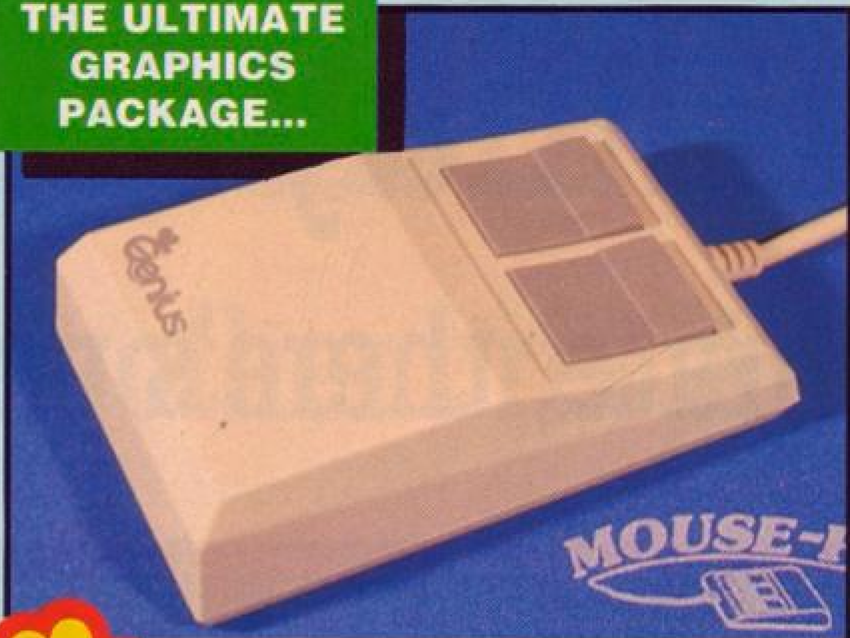


- Complete Lightpen and graphics system lets you create a whole range of effects on screen.
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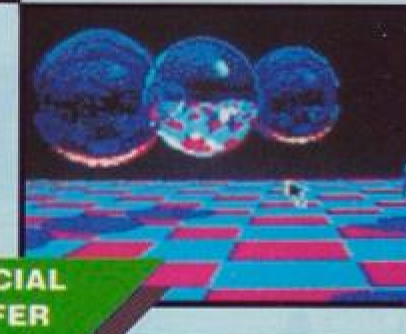
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Happy Birthday to

And just to celebrate, there's yet

We're celebrating in style! So come on and join in the fun. We have a present for all our loyal readers. You'll find it stuck onto the front of this issue...

On the A side of our fabby birthday cassette we have an entire, exclusive level from Virgin's forthcoming off road racing game, *Iron man*. And if that wasn't enough, side B sports the complete game *Tau Ceti*! (We're still arguing about how to pronounce it.)

So, slam the cassette in the tape deck, press play, and get ready for the action...



A complete playable level from Virgin's brilliant *Iron Man*! Due for release soon, *Iron Man* puts you behind the steering wheel of an off-road racing vehicle. It's converted from an arcade machine, and very good it is too.

Race against three other vehicles across the muddy, pit-filled, rock-strewn courses. Luckily the cars are built for punishment, and can withstand much ill-treatment.

One or two players can partake in the rough, tough race. The computer takes control of the remaining cars. The first to complete five laps of the gruelling course wins.

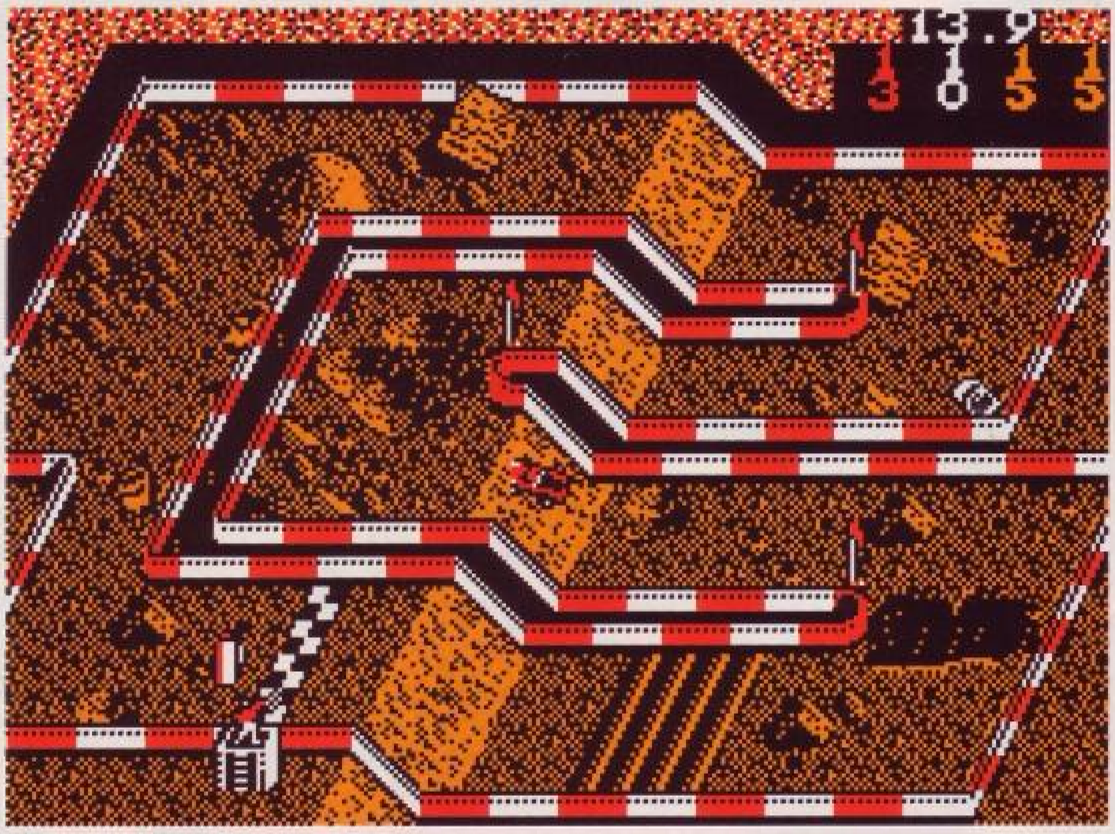
A limited supply of nitro gives you that extra boost when you need it. Press Fire and the car rockets around the course like nobody's business.

Extra goodies can be picked up on your high-speed travels around the track. There's cash for the taking, which is added to the prize money won at the end of each race. Nitro refills can be collected too, which could mean the difference between seeing the chequered flag, and retiring to the pits.

You can steer either via the joystick or keyboard. Simply select the control method from the options on the menu.

As you'll soon discover, the controls are wickedly sensitive. It really is a challenge, not only keeping up front, but staying on the course itself! The ramps, bumps and pits knock you all over the place – and the other cars are pretty serious obstacles too.

So fasten your seatbelts – you're in for the ride of a lifetime!



● High speed jinks with *Iron man*.

CONTROLS FOR IRON MAN

Left = steer left
Right = steer right
Up = accelerate
Down = brake
Fire = Nitro boost

LOADS OF TROUBLE

If, no matter what you try, you just can't get the blasted games to load then don't despair, simply return the tape to our duplicators, who will return a working copy to you as soon as humanly possible. Send the tape and an SAE to:

AA Cover tape Returns
Ablex Audio Video Ltd
Harcourt, Halesfield 14, Telford TF7 4QR

● **Don't send faulty tapes to us. We don't have any replacements here, and can only pass them on to Ablex, delaying the whole process.**

But I've got a disk drive...

If you're a disk user, then no doubt you could do without the hassle of loading from tape every time you'd like to play one of the special give-away games.

Luckily, it's easy to transfer *both* the programs on the *AA* cover cassette to disk. Simply follow the step by step instructions for each game.

First of all though, make sure that you have a freshly-formatted disk ready. Put it into the disk drive. Have fun!

IRON MAN TAPE TO DISK

```
|TAPE.IN:|DISC.OUT
LOAD"IRONMAN"
SAVE"!IRONMAN"
MEMORY &18FF
LOAD"SCREEN":SAVE"!SCREEN",B,&C000,&4000
LOAD"IRONMAN1":SAVE"!IRONMAN1",B,&1900,&6700
LOAD"IRONMAN2":SAVE"!IRONMAN2",B,&C000,&3F30
```

TAU CETI TAPE TO DISK

```
|TAPE.IN:|DISC.OUT
LOAD"TAUCETI"
SAVE"!TAUCETI"
OPENOUT"D":MEMORY 1529:CLOSEOUT
LOAD"TITLE":SAVE"!TITLE",B,2000,4708
LOAD"PART1":SAVE"!PART1",B,1530,33798
LOAD"PART2":SAVE"!PART2",B,35328,7185
```

Amstrad Action!

another brill *AA* covertape...



We wanted to make our fifth birthday tape really special, and what better way than giving you a complete game, in its entirety!

It's true. We bring you the complete and unadulterated *Tau Ceti*, courtesy of Mastertronic, a game which scored a very respectable 88% back in issue 7 of *Amstrad Action*.

It's a pretty complicated game, with lots to do, lots to see, and lots to obliterate!

And such a complex game requires lenghty instructions. So you should first of all relax in your favourite armchair. Sitting comfortably? Good, then we'll begin...

In 2050 the world of *Tau Ceti* was colonised and the new inhabitants built 30 cities across the planet. All was well until, in 2150, a vicious plague swept across the planet killing everyone and leaving the planet to the robot maintenance systems. A cure for the disease was found but at the same time a massive meteor smashed into the planet.

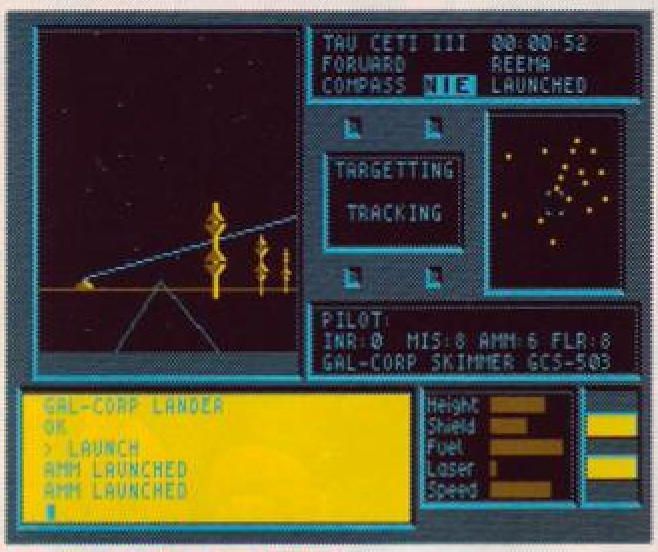
In 2164 the first expedition left for *Tau Ceti*, landed safely and then minutes later a garbled mayday message was received, followed by a total silence. Experts have now decided that the meteor impact must have caused the robotic defence systems to run amok, slaughtering the expedition team. The only way to stop the defence systems without destroying the very expensive buildings is to send in an armed ground skimmer to shut down the massive fusion reactor in the planet's capital city, Centrãlis.

A single skilled pilot might be able to succeed where 50 would surely fail and, like a fool, you volunteered...

Controlling your skimmer

The Gal-Corp armed skimmer is a powerful and dangerous craft, and challenging even for the most experienced pilots. The skimmer is equipped with:

- A single mounted ruby laser
- Defensive shields
- Eight heat-seeking missiles and targetting system
- Eight anti-missile missiles (AMMs)
- Infra-red night sights
- A Hoffman 360 degree scanner and 4-way selectable viewscreen to avoid blind spots.
- Planetary compass and computer ADF (automatic direction finding) beacons
- A JCN command computer (guaranteed fully unbugged for normal use)



● Look out for those laser beams!

The skimmer operates in two modes: flight and ground. In flight mode, control of the craft is via keys or the joystick. In ground mode you are in direct communication with the computer via the computer window. The commands available are listed below:

- HELP – Lists the commands below
- RODS – Allows you to assemble cooling rods found throughout your mission
- EQUIP – Allows access to buildings for repair, refuelling and rearming facilities (if any)
- SAVE – Saves a game to tape
- LOAD – Loads a game from tape
- KEYS – Redefine keys
- SIGHTS ON – Turns the infra red sights on
- SIGHTS OFF – turns 'em off again

To start the mission, type LAUNCH and then press ENTER. Your skimmer will leave the safety of the lander and venture on to the surface of the planet. Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used:

Left	**O**
Right	**P**
Increase thrust	**S**
Decrease	**X**
Fire Laser	**SPACE**
Fire Missiles	**M**
Fire Flare	**F**
Fire AMM	**A**
Change view	**V**
Status report	**R**
Infra red on/off	**I**
Increase height	**H**
Decrease height	**G**
Jump (near pad)	**J**
Land	**L**
Pause	**ESCAPE**
Restart	**FIRE**

Navigating

The planet has a system of jump pads allowing easy access to and from adjacent cities. Your ship's computer has a complete map of the jump network. To move from one city to the next simply find the correct jump pad (they are located directly north, south, east and west of each city) and press J when next to one.

Defences

Many of the cities will be defended by late-model robot hunters and land-based guardian crawlers, while heavily armoured fortresses may be found in larger cities. Radar scans also detect the presence of proximity mines.

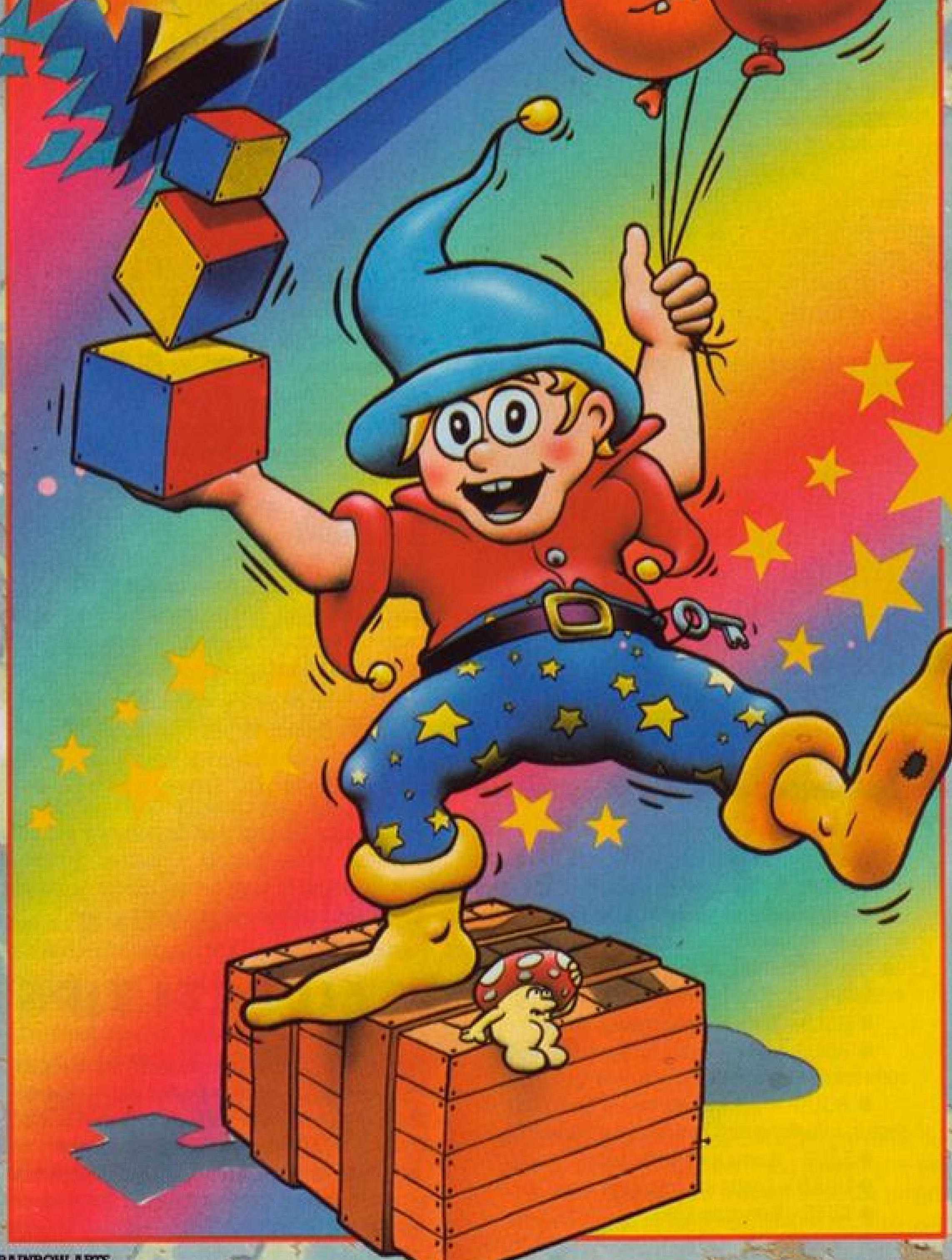
HOW TO LOAD

To load either side of the tape simply place the cassette in the tape recorder, and press [CTRL] and the small [ENTER] key. Then just wait a couple of minutes for the game to load. It's as simple as that!

TAU CETI TIPS

- Avoid wanton destruction. Gal-Corp are not going to be too chuffed if you end up reducing their lovely colony to a pile of smoking rubble.
- Don't move around too much to start with or you'll end up getting jlost. You will need to remember exactly where everything is, so try to map the area mentally – and use the compass.
- Take on opponents one at a time – don't just wade in willy-nilly.
- Don't plant your roses in September. There is a very real danger of frost. (*What idiot put that in? – ed*)





Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve,

Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.

Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.

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Sugar and spice?

Sugar and spice! Scandal and vice! This could be it – all the dirt dished on everyone's favourite entrepreneur! The definitive story has arrived. JAMES LEACH puts on his reading specs...

ALAN SUGAR THE AMSTRAD STORY

Century ● £14.99 ● 366pp

In the late '60s there was a young lad selling car aerials and other small electrical goods from the back of a van. At the time he was just another trader scratching a living on tiny profit margins, but he was to become what Rupert Murdoch called "probably Britain's greatest entrepreneur".

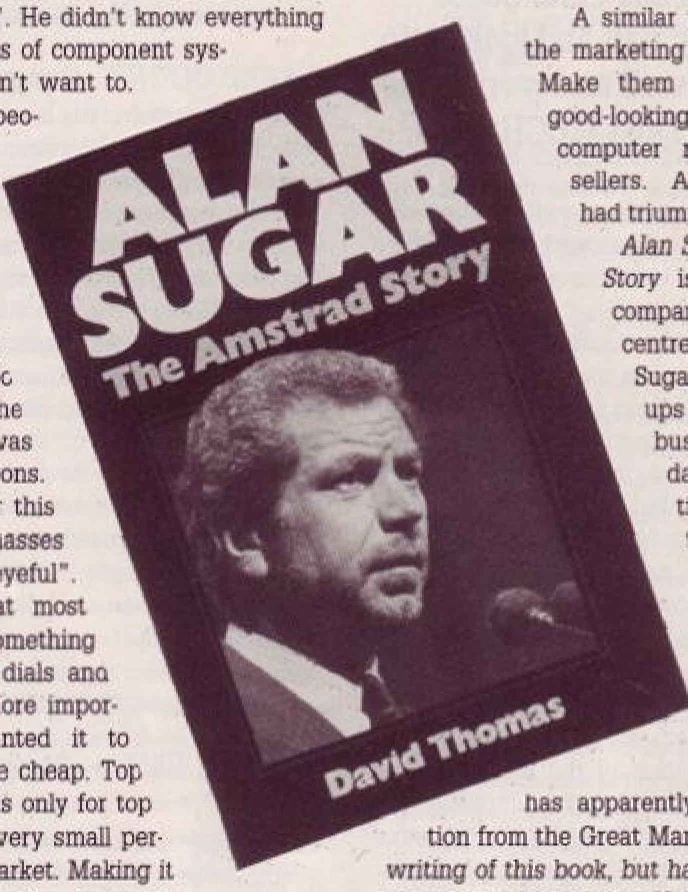
At that time, the electronics industry was expanding rapidly, and there was great business potential for the right people. Sugar was there at the right time, and he knew the streets, the contacts and the prices. He was born to sell.

As a boy, Alan was fascinated by money. He would carry deposit-bottles back to the shops to earn a few shillings. He would make ginger beer to sell off to his friends at lower prices than factory-bottled pop. He would earn pennies by taking photographs of people's grandchildren for them. As a boy, as a teenager and as a young man, Alan Michael Sugar was always making money.

His roots were in the East End of London. The Sugar family were not well off, and considered themselves working class. They all lived together, one of many Jewish families in Hackney. Money was not the most important thing in their lives, but they looked after their cash. Alan was different. He promised himself that he would own a big house in a nicer area of town. He wanted to succeed, and he worked for it.

In the early days of hi-fi, plastic "dust covers" were sold for record players. The cost of these seemed too high to Sugar. He invested in injection moulding equipment, and was soon mass producing covers at a far lower price. The Amstrad philosophy was being born.

Later on, Sugar looked at the new electronics and hi-fi industry with the eye of a "working class punter". He didn't know everything about the innards of component systems and he didn't want to. He knew what people would buy. Putting all the different parts of a music system together, Sugar invented the hi-fi Tower. It was to revolutionise the industry, and it was to sell in its millions. Sugar's name for this appeal to the masses was "a mug's eyeful". He believed that most people wanted something that had lights, dials and features on it. More importantly, they wanted it to work well and be cheap. Top range quality was only for top range buyers, a very small percentage of the market. Making it *look* good was the important thing.



Alan M. Sugar TRADing, or Amstrad, was slowly becoming a household word. He was producing equipment at a fraction of the cost of his competitors, with similar specifications, and it was proudly British.

> **GOOD NEWS**
> Fascinating insight into Amstrad the company
>
> **BAD NEWS**
> A homage rather than a critique

The qualities that brought Sugar to the position he now occupied stayed with him. He refused to have too much to do with the technical side of the business. He knew what he needed to know to get people designing, supplying or modifying at the pace (and price) he wanted. He firmly believed he stood for the no-nonsense British consumer.

This often led him and Amstrad down rocky paths; he started selling twin cassette decks, obviously for copying tape-to-tape. A court case ensued, with Amstrad versus the music industry, and Sugar stuck to his guns. Not to put too fine a point on it, he won.

In 1983, Sugar started looking at computers. He decided that a major prerequisite was to have as few cables and leads as possible. Put the cassette unit in the same case as the computer, have only one plug, give it a proper keyboard and a solid look – and there it is. The CPC machine we all know and love.

A similar philosophy dictated the marketing of the PCW range. Make them powerful, integral, good-looking and cheap. All his computer ranges were best-sellers. Amstrad's approach had triumphed once more.

Alan Sugar The Amstrad Story is a book about a company which is securely centred on one man. Alan Sugar *is* Amstrad. The ups and downs of the business from it's first days through its flotation to its troubles in the '80s (and subsequent recovery) are chronicled. The book is an interesting and factual history of Amstrad.

David Thomas has apparently had full cooperation from the Great Man himself during the writing of this book, but has been very careful to preserve his privacy. If Alan Sugar's personality fascinates you, you will only be teased by references to the non-Amstrad side of his life. There is little about what he is really like.

Can he permanently be the bluff businessman? Does he really spend all his waking hours at work?

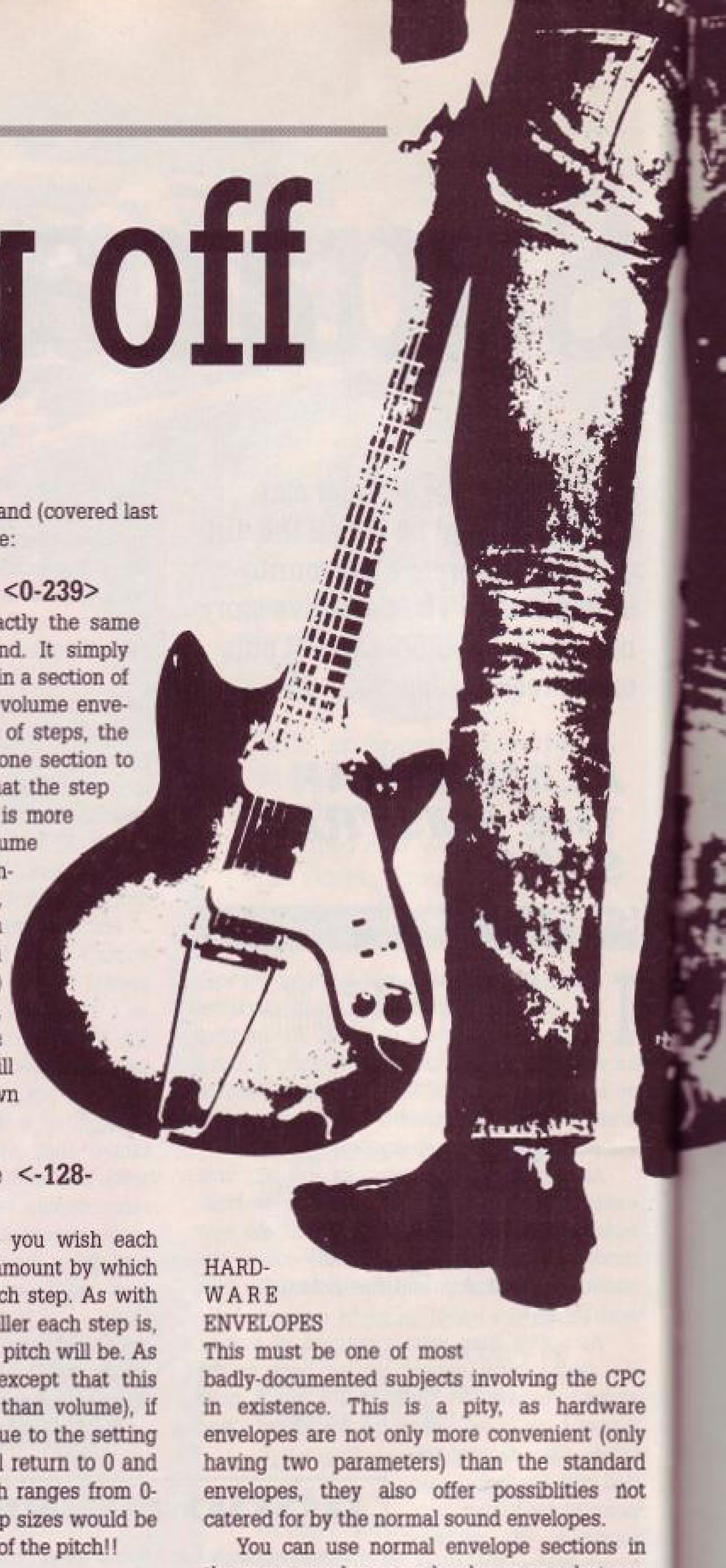
His family aren't often mentioned. His houses merit more lines than his wife and children! (Perhaps it's because they're bigger). A searing and painful past-raking biography would not be appropriate, however, (when is it ever?) but a little more of the man himself would have been welcome. More information about his upbringing, his attitudes and his personal life might lead to a greater insight into his success, and that of his company.

Amstrad is a truly remarkable organisation. It has achieved much and diversified with amazing success. And much, if not most, of the credit has to go to Sugar himself. This book is really a tribute to him and his company.

However, David Thomas does occasionally become a tad obsequious. You get the feeling that, in his eyes at least, Sugar can do no wrong.

Nevertheless, the history of Amstrad itself is reviewed with excellent clarity, great detail and an occasional spark of dry humour. It's certainly a good read, this one, and you'll learn a lot about a fascinating company and the style in which it's run.

Sounding off



This month James Pinto gazes into his crystal ball and looks into the future, as well as covering the ENT command and MUCH more...

Well, the new CPC (even though it's not officially a CPC!!) has arrived, and so what great sound possibilities will this provide for the Amstrad musician?

Well, none actually. Amstrad has used the same sound chip as was used in the old CPC. Although there is nothing wrong with this chip (as I have, I hope, been showing with this series), an upgraded machine should have included a newer sound chip in its design. The old chip should have been present to maintain compatibility with the old CPCs (as it has been), but an improved sound chip, along the lines of the Amiga's PAULA, or the Archimedes should have been added. This could have been "switched in" with the rest of the new machine's extra hardware when a game ROM is inserted. Why Amstrad did not include a new sound chip (rather than the old one with a new controller) to complement the other extra bits is a mystery to me. The company obviously has its reasons, but I think it would have been a bonus to see a totally new chip, purely for the possibilities it would have allowed.

ENT-er at your peril (sorry)

Anyway, back to the good ol' chippy, the AY38912, the sound chip we all know and love...

Last month we looked at the ENV command in depth. Now it's time to look at the other envelope command on the Amstrad: the ENT command.

This works along very similar lines to the ENV command in that its function is to build the shape of the sound. However, whereas the ENV command determines the way the sound's volume is shaped, the ENT command shapes the pitch of the sound. What this means is that it allows us to create both subtle pitch effects such as vibrato and tremolo and unsubtle effects such as a Spitfire doing a loop-the-loop in a custard factory...

Once you have covered the ENV command, the theory behind the ENT command seems much simpler to grasp.

2) ENT- The tone envelope

Once again this envelope takes the same parameters as the ENV command (covered last month). Just to recap, these are:

i) STEP COUNT - Range <0-239>

The step count works in exactly the same way as in the ENV command. It simply specifies the number of steps in a section of the tone envelope. As in the volume envelope, the greater the number of steps, the smoother the transition from one section to another will be. The effect that the step count has on the final sound is more noticeable than that of the volume envelope. If you have a reasonably small number of steps, the sound will raise or fall in pitch (depending on how you set the next parameter...) quite quickly and visibly, whereas if you have a large step count, the sound will smoothly bend up or down according to your STEP SIZE.

ii) STEP SIZE - Range <-128-127>

This simply defines the size you wish each step to be and therefore the amount by which the pitch will change over each step. As with the volume envelope, the smaller each step is, the more subtle the change in pitch will be. As with the volume envelope (except that this time it involves pitch rather than volume), if the pitch exceeds its range, due to the setting of the step size, the pitch will return to 0 and carry on from there. The pitch ranges from 0-4095, so some rather large step sizes would be needed to force this "folding" of the pitch!!

iii) PAUSE TIME - Range <0-255>

As in the ENV command, this parameter specifies the length of time (in 100ths of a second) between each step in a section. If you give the pause time a value of 0, this will be treated as 256 (i.e. another "folding" parameter).

As you cannot have failed to notice, the similarities between the parameters of the volume envelope and those of the tone envelope are clear. In one way, this makes envelope design easier, because once you have learnt how to master one envelope, you can then apply the theory to the other type of envelope. However, the identical structure of both envelopes can also be confusing. It's just a matter of practice, really. Experiment with your own envelopes or those provided and then you will understand more than a thousand sheets of paper could ever explain! (besides which, my finger muscles would need treatment long before that!)

HARD-WARE ENVELOPES

This must be one of most badly-documented subjects involving the CPC in existence. This is a pity, as hardware envelopes are not only more convenient (only having two parameters) than the standard envelopes, they also offer possiblities not catered for by the normal sound envelopes.

You can use normal envelope sections in the same envelope as a hardware one, but you must always include a pause section when defining hardware envelopes unless you are the type of person who prefers listening to records without a record player (because otherwise you will hear nothing). As a test of what you have learnt so far, I'll leave you to work out how to construct a pause section, but I will give you a clue: "that parameter which is found neither left nor right must be the one that is zero" (Answer next time...)

There are 16 different hardware envelopes to choose from, but as several are simply copies of other envelopes, in reality there are only 8 different envelopes, numbered from 8 to 15 inclusive.

Each envelope is shaped very differently and, although, the basic shape has been defined by the hardware, there is still some flexibility in each envelope's use which will be shown soon. It would be pointless to describe the sound of each one and it would also be



rather like trying to squeeze toothpaste from a tube with a hole in either end – in other words, impossible without getting in a mess!

Experimentation is the key to hearing the subtle tonal qualities of each envelope!

For clarity, we'll call the hardware ENV, Hardenv and the hardware ENT, ToneyHard (hello, Morph!...sorry Mr Bennett!)

3) Hardenv - the Hardware volume envelope

As mentioned, this only takes two parameters as opposed to the normal three as in the software envelopes.

i) ENVELOPE NUMBER – Range, in theory, <0-15> (8-15 in reality)

ii) STEP SIZE – Range <-32768 - 65535>

This simply specifies the size of the steps of the specified hardware envelope. If you imagine that the first and last stages of the normal envelope construction process have been done for you (which they have, in a way) then it makes sense that the middle stage, the STEP SIZE, is left for the user to specify.

Format of the command: =ENVELOPENUMBER,STEP SIZE(+thepause section)

for example, =8,5400,pause section (3 parameters)

4) ToneyHard – the hardware tone envelope

As in the hardenv command, ToneyHard only takes two parameters, this time concerning pitch rather than volume.

i) PITCH – Range <0-4095)

This is simply a pitch number (as in the list contained within the Appendices of your manual)

ii) PAUSE TIME – Range <0-255>

This is identical to the PAUSE TIME parameter in the standard software ENT. It usage is the same, so refer to the afore mentioned parameter for more details.

I hope that helps to clear up any problems or difficulties you may have had with Hardware envelopes, which is mainly due, I suspect, to the lack of any decent documentation in the User Guide.

DRUMMING IT IN

The James "keys" Pimentel-Pinto guide to building a drum kit using only a magnetic disk and a magazine...

● Requirements: 1 copy of Rainbird's Music System + £23,500 cheque made payable to me.

Nowadays, with most chart stuff relying heavily (if not totally!) on a solid drum track, the desire for good percusion sounds is increasing. Of course, if you owned a Fairlight (expensive Australian Sampling/sequencing system) and you wanted a really Funky House snare sound or that infernally annoying TR808 bassdrum sound (you know, the one that thuds continuously from people's car radios), then all you would have to do is get a sample disk off some other user and load up the required sample.

However, that requires absolutely no imagination whatsoever. Who wants to just load in a sample that's been sourced by someone else when you could be sitting at home creating that funky sound from scratch? *Everyone*, I hear you say. Well, that's probably true at the moment, when people like "Jive Money and the Fingertwisters" can get a number one hit by sampling loads of old records and sticking a stupid drum track on top and then telling everyone how difficult it was to produce... What's happened to creativity? What's happened to the days when if you wanted a sound, you had to create it yourself from nothing? *(Oh, get on with it! – ed.)*

Er yes, well, you'll be pleased to know that those days can be yours once again if you own a copy of *AMS*. On the humble CPC we don't have time for stupid samples (well, actually, we also don't have enough memory or enough chip power) and therefore we have to resort to the old fashioned "experiment as you go" technique.

If you have a piece of music that has percussion in it (be it original or by someone else), you first need to decide on how many envelopes (out of the seven available on the *AMS*) you can afford to spare for drum sounds. As a general rule, I try to limit myself to three drum sounds, thereby leaving four envelopes free for instrument sounds. In most cases this should be adequate, but you can always add a new drum sound when you need it anyway.

In most pieces that require drums, you can usually get by with the following sounds:

a) Bass Drum
b) Snare
c) Closed Hi-hat (or Toms)

(If you don't know what these sounds are, you should *not* be reading this part of the article!!)

I'll leave it up to you to define the envelopes, as everyone's requirements will be different. I will give you some general hints for creating different sounds, though:

ELECTRONIC TOM:

a) VOLUME ENVELOPE: Quick attack, quite short release
b) NOISE: About 7 or 8 (depends on personal preference)
c) TONE ENVELOPE: Loop on, smooth pitch bend down

SNARE:

a) VOLUME ENVELOPE: Quick attack, reasonably short release (if you want more "reverb" increase the release time)
b) NOISE: 4 or 5 (sounds strange at first, but it works!)
c) TONE ENVELOPE: Loop off

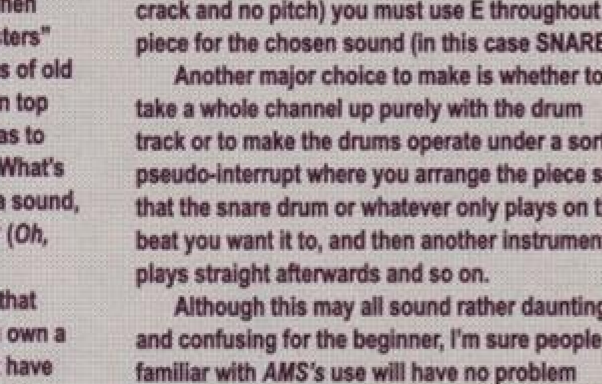
N.B. When creating the tone envelope for this, switch the noise off and then experiment until the pitch is so high that it is inaudible (you should hear a crack or a pop) – then switch noise back on. This makes the drum sound less like just another instrument. However, you must keep the same note throughout the piece for that sound. For example, if you start off on E (so that you hear the crack and no pitch) you must use E throughout the piece for the chosen sound (in this case SNARE).

Another major choice to make is whether to take a whole channel up purely with the drum track or to make the drums operate under a sort of pseudo-interrupt where you arrange the piece so that the snare drum or whatever only plays on the beat you want it to, and then another instrument plays straight afterwards and so on.

Although this may all sound rather daunting and confusing for the beginner, I'm sure people familiar with *AMS's* use will have no problem grasping what I have said. And as my old Uncle Jim and Auntie Bev used to say, "There's nothing better than trying out a tutorial for yourself".
(Then they must be insane – ed.)

So, with those immortal words(?)
I leave you, for the present
But never fear, I'll be here
In time with something pleasant!

Anon. circa. 1990



● This month add a drum kit to your synthesised ensemble.



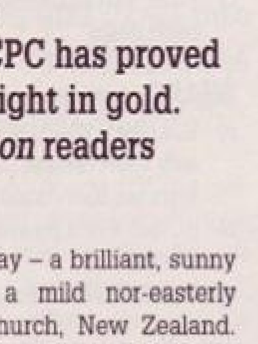
Kiwis on BMXs

Confused? You will be! These are just two fields of human endeavour where the trusty CPC has proved to be worth its weight in gold. Two *Amstrad Action* readers explain...



The Easter holiday – a brilliant, sunny weekend with a mild nor-easterly wind in Christchurch, New Zealand. Perfect for the New Zealand National BMX Championships. Six hundred children aged from four to 'over-forty' have gathered from all over the country for the final showdown to find the year's best BMX riders in a riot of kids, bikes, helmets and logo-besplattered uniforms.

For months they have been racing in the National Qualifying Rounds, stacking up their scores on the points tables, in preparation for this weekend. Now all that training, the merciless raids on Dad's wallet to feed the bikes, and the hours spent fine-tuning them, come together for three days of hectic racing.



There are 34 different racing groups catering for all combinations of age, sex and bike type from 'five-and-under' to 'forty-and-over'. With up to six heats plus quarters, semis and finals in each group, the pressure is really on and it is rare for there to be more than two minutes between the start of one race and the next.



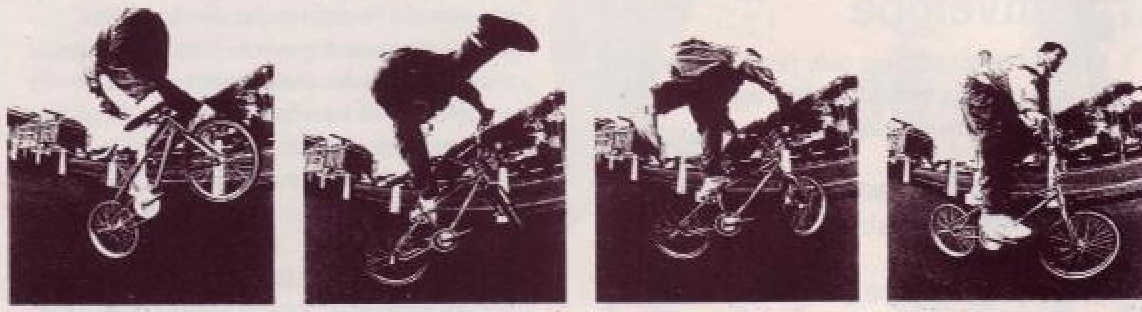
Thirty metres beyond the finish line, the panting riders slam their front wheels against a large log as they line up in their finishing order in front of the scoring booth. Discs on the fronts of their bikes carry their club and bike numbers, which are logged on the scoring sheets. Minutes later, a young Australian visitor runs to her father.

"Dad! Dad! I won my race and I'm running 6th overall!"

"Don't be silly, kid, they won't know your overall position for hours yet!"

"But they do, they do!" It's all on the big notice board over there!" She points to a 20-metre-long score board, partly obscured by dozens of competitors and spectators poring over the lists. Father's gast is flabbered... How do they do it?

The pace may be frantic on the track, but in the caravan beside the scoring booth two Amstrad CPCs – a 664 and a 6128 – are cruising. On Easter Friday, practice day, a database of each entrant in the competition was built up, on software developed specially for the NX







So who needs a PC?

Who indeed? Certainly not M J Parkins BSc, a Mechanical Engineer back at college to get his MSc. He reckons the CPC is as good as any IBM clone. Here is his view of the prospects and credibility of the CPC...

The 464 I own was bought second-hand to write one of the papers needed to apply for Chartered Engineer status. With the previous owner adding double disk drives, it could run Tasword 464(D), which suited me fine. I'd had an extensive grounding in computing in my degree, but I bought the 464 for the best reason anyone should have for buying any machine – the previous owner promised to help out if I got into operating difficulties. (For 'previous owner' read 'good local dealer' for a new machine – and once you find him, support him.)

Two years of letter-writing and database-using later, I got the chance to try for the above mentioned MSc. The return to an academic environment showed that the world of computing I had left six years before had changed somewhat. The multi-megabyte mainframe was much bigger, with many more users on the net. VAX and IBM machines had sprouted everywhere and a lot of the modern young men owned Ataris and Amigas.

I quietly knocked out a 2-4000 word report every two weeks, writing them up at home in the evenings. The contents were highly technical, with a full greek alphabet and an infinite variety of line spacings required. All in a day's work with an 8-bit printer port and the easy customisation inherent in all the CPC software – but especially the word processors.

The data in Annexes eventually resolved itself into several format types which could all be saved in special files, and even whole customised programs were available if necessary. The purchase of micrograph and light pen solved the display and line diagram problems, though you do have to put the page through the printer three times, running a different program each time – not such a spectacular use for the CPC, you may think, until you see the trouble my colleagues were having getting the same results on the PCs. Learning that terrible interface MS-DOS, having no short-cut because they all used the same program and couldn't customise them, and no chance of owning their own machine because of the cost.

All simple stuff so far, but the big break came when I started my project and moved my CPC into the college. You do get a bit defensive about your 64K of memory, until you realise that the Voyager got to the edge of the solar system on about a quarter of the useful memory you have available. The IBM boys find it rather amusing that you flash up in BASIC – until you write a routine to handle

and nuclear reactors

BMX Association by Mark Rogers of Hamilton (NZ). The computers have, on disk, each competitor's name, club name, bike type and number and their three best scores from the National Qualifying Rounds. On the race days, runners bring the scoring sheets over, the numbers are keyed in and the printer zips out up-to-the-minute results for posting before the riders have stopped panting.



After two days of this, the keyboard operators, Ruth Hutchinson and Karen Rose, admit to being a tad frazzled, but the CPCs are not finished yet. While the humans unwind and get ready for the prize-giving and evening disco, the computers crunch the numbers to finally combine the competition results with the NQR scores to find the overall champions. Up to two years ago, mere mortals had to beaver away from 5pm until 9:30pm before the prize-giving could start, and the last results may not have been available until 11pm. This tended to shoot a hole in the festivities. With so many young children feeling like bed by then, the disco had all the aerodynamic qualities of a housebrick.

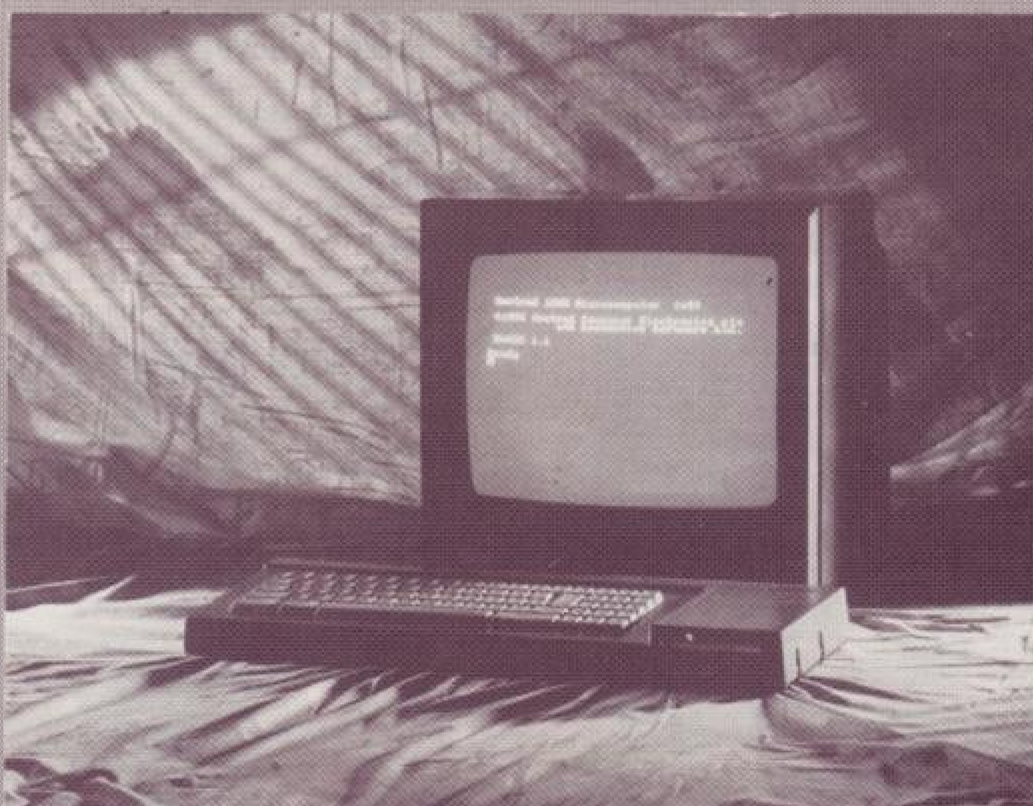
This Easter weekend, the Amstrad CPCs had the Grand Final Results, giving the New Zealand ranking for all 640 riders, off the printers by 5:30pm and the humans were left to enjoy the rest of the evening, boogie-ing the night away – and all thanks to the trusty Amstrads.



● N.B. Any BMX enthusiasts interested in finding out more about this software should contact: Tim Hutchinson, 37a Hazelwood Ave, Hamilton, New Zealand.

three calculations on 500 pieces of data in the time it takes them to load a spreadsheet from disk. Sure, they have the advantage once their software is loaded, but they can't pack up and move the machine to work at home for a week when they feel like it.

Now the clever bit. I have written a piece of Fuzzy Logic on the CPC. Of course, it is a strange name, but anyone working in the artificial intelligence field will have read papers on the subject. It is all about human models on computers, and this type of logic is so sophisticated it is enabling companies like Hitachi to develop the washing machine with only one user control. Once you have operated the ON button, the logic works out every other parameter the human normally needs to input. The key is in the logic's ability to deal with terms such as "quite big" and "a bit low" in the same was as normal logic copes with on/off states.



● Who needs an IBM when they could use a CPC?

I personally am working on a monitoring system for a nuclear reactor, because I wouldn't bring it down to the washing machine level! I have stuck with the CPC for all the development stages because with BASIC you can read what the code does and edit it so easily. Why make things difficult for yourself by putting even more layers of operating system between you and the chip? (Another dig at IBM users, I'm afraid.)

Eventually, I will write it into the mainframe in PASCAL, because the world expects you to use big computers for MSc projects. The PASCAL is necessary to do what they call "justify" the software for safety-critical applications. (Similar to autopilots for aircraft, for those who haven't heard the term before.) Here is the final beauty of the CPC – I can even get PASCAL for my CPC from a PD library, not even paying a fraction of the commercial price my friends would be facing.

So there you have it – one of the frontiers of the computer human modelling effort being coped with quite easily on a humble CPC. Computer buffs want megabytes and operating systems with more layers than a wedding cake. Real engineering wants simple programs on cheap chips, written in a way everyone can understand and with predictable performance. Sound familiar?

As for my CPC's future, I need my thesis printed on a laser printer, so I have to choose some hardware. MGT's lifetime drive would be ideal to get my text onto IBM-compatible disks and the AA review on the subject was most helpful. However, my sense of humour dictates that an RS232 interface and some comms software would let me convert the PC into the most useful peripheral my 464 could ever need – a third external disk drive!

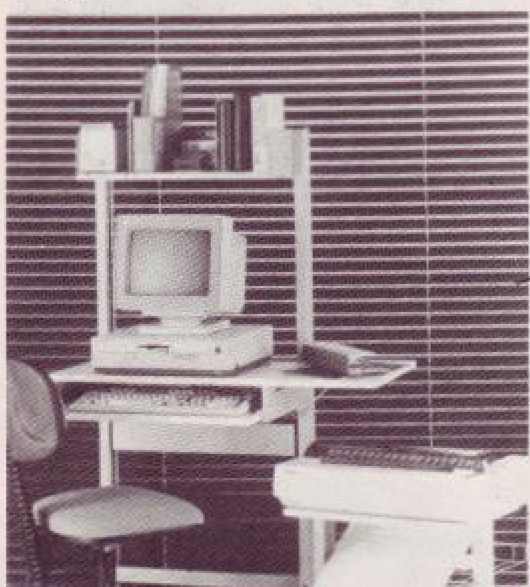
Two into one will go!

A couple of months ago *AA* featured the definitive CPC-to-PC transfer article. Well, it was almost definitive. Another similar program has appeared on the scene – just too late for a place in that review. But we think it's good enough – as you'll discover – for a review of its very own...

2 IN 1

£24.95 disk ● Microstyle ● 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. Tel: 0274 636652

The program in question is *2 in 1*. Being sold now by Microstyle, it originally came from Moonstone software. If you cast your mind back to the previous round-up, you'll recall that the best of the bunch then was another Moonstone product, the *Multi-File Utility*.



In fact the two programs are very similar, basically working from the same core. *MFU* was really a CP/M transfer utility, designed to port CP/M software between the CPC and other CP/M disk formats. The PC transfer bit was almost an extra, a single option within a program designed for another purpose. This is where *2 in 1* is different. It is designed solely to make file transfer between the two machines a doddle.

To use the software you'll need a second drive plugged into the back of your CPC and, of course, a PC to transfer the data to and from! You can fix either a 3.5-inch or 5.25-inch drive to the back of your CPC, depending on the type of disks your PC uses.

The program was in fact designed for use with the PCW in mind. Indeed, the manual makes reference to that machine only. A sheet of paper accompanies the package, though, to remind you that the machine you have is a CPC, not a PCW, and not to worry too much about it!

It also tells you how to get round one or two of the quirks caused by the differences in the machines. For a start, the Escape key on the PCW doesn't have a direct equivalent on the CPC. The addendum shows you how to put get round that.

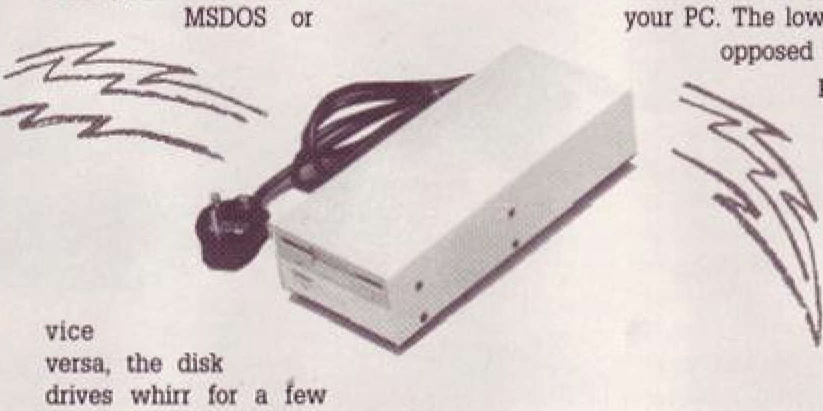
The program works in the CP/M environment. You need to boot CP/M from one of your master disks supplied with the machine, then insert the *2 in 1* disk. The program is then started simply by typing 2in1 at the prompt.

You're presented with a menu of choices on the main screen. There's File Transfer, Dual Format, Utilities and, of course, an Exit option. We'll look at them one at a time.

File transfer

File transfer works by transferring data between the 3-inch disk in drive A to the 3.5 or 5.25-inch PC format disk in the B drive.

Once you've chosen whether to transfer from your CPC disk to MSDOS or



vice versa, the disk drives whirr for a few moments, and the operation is complete. It's a fast, friendly and very efficient system.

Dual format

Dual format is next on the list. It's this option that really makes the program. It allows you to use the same data disk on both the CPC and the PC! All that you need to do before using the disk in a different machine is update it using the option in the *2 in 1* program.

The disks have to be formatted to the standard 360K format first, then prepared with the dual format section of the program. After that it's a case of slamming it into the drive of either machine, remembering to update it whenever you switch computers.

Utilities

The final option is a bunch of utilities. A number of DOS-related functions are available. You can format a disk to a variety of DOS formats – anything from 160K to 720K. You can then use them on any standard PC.

The disk's directory can be read and displayed. This shows you all the files on the disk, as well as any hidden files, sub directories, and the disk's name.

And real propeller-heads may be interested in looking at all the bits of techie information about a disk. Analysing a disk shows you the parameter block for that disk. It's involved stuff, things like the amount of sectors per cluster, and not likely to be of much use to the average user – but the curious may like to take a peek.

In practice

There are one or two restrictions. The MSDOS disk can't have any sub directories, though this isn't usually a problem. The majority of PCs have a hard drive, and anything that needs transferring has usually got to be saved onto a blank disk first. The dual format option will only work with a couple of disk format sizes, luckily the most standardized ones.

If you want a program purely and simply to transfer information between your CPC and a PC, then *2 in 1* is the utility to do it. Consider *MFU* only if you want to transfer between different types of CP/M machines as well as to your PC. The low price of *2 in 1*, just £25 as opposed to the fifty notes you'd be paying for it a year ago, gives you the best features at a good price. Quite simply, it knocks the competition into a cocked waste paper basket.



BASICally better

Ordinary Locomotive BASIC not good enough for you, eh? Think you need something with a bit more power, do you? Well if you do, *Ultrabasic* could be just the program to get...

ULTRABASIC

£6.00 disk ● Michael Scott ● 83 Patrick Allan - Fraser Street, Arbroath, Angus, Scotland DD11 2LX

Everyone knows that the CPC's Locomotive BASIC is one of the best around, with a comprehensive set of powerful commands and functions. However, there are always those specialist needs that it can't fulfil.

Luckily, however, one of the most useful features of Locomotive BASIC is its ability to define easy-to-use external commands. These have to be written in machine code, but can be accessed from BASIC easily with a simple keyword.

Ultrabasic essentially tacks fifty or so of these extra commands onto BASIC for use in your own programs. It will work on the 464 and 664 to a limited fashion, but only 6128 owners will reap the full benefit of the software, as the extra memory available on this machine is needed by many of the commands. (Though 464/664 owners will be able to use them if they have the necessary ROM/RAM upgrade.) In addition to *Ultrabasic* itself, there are one or two (or three or more!) extra goodies included on the disk.

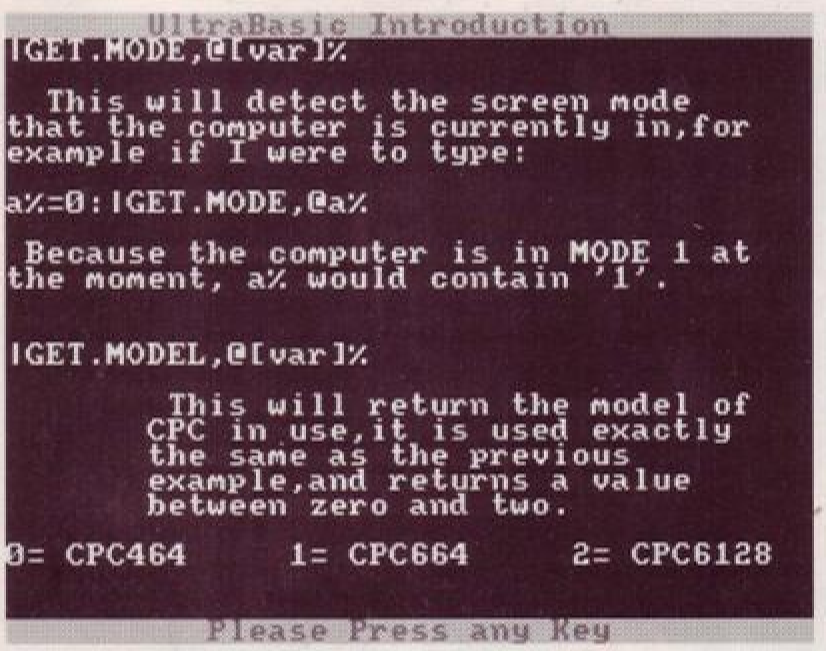
Documentation consists of a few sheets of paper stapled together. All the information is very clear and well presented, and looks like it's been printed on a laser printer. Detailed instructions are included for most of the commands, but in any case you can run a tutorial program that takes you through the extra functions.



● All the programs can be accessed from the menu.

There are a fair number of extra commands available, too. Some, it has to be said, are rather less useful than others. For instance, there's the |SILLY.SAYINGS command. Every minute, no matter what you're doing, the computer will come up with some ridiculous comment or proverb. Amusing for a while, but not exactly a vital function.

There are plenty of real goodies, though. The cassette motor can be switched on and off, useful for re-winding the tape on external cassette recorders, for example. And |HEADER,"filename" will read the header information of a file, and display the contents. There are various commands for loading and de-protecting BASIC programs, too.



● All the commands are described in the introduction program.

Many of the commands are screen tricks. The screen clearing command |FADE dissolves the screen, a very nice effect. You can |AND, |OR, and |XOR the display. Characters can be printed at twice the normal size, and can be inverted. Extra fonts, bold and italic are available, as well as up to eight defined by yourself.

While there's no question that the extra commands are easy to use, a package of this sort must be genuinely handy. Many of the additional commands in *Ultrabasic* have their uses, but they're not necessarily going to transform your BASIC programs. Some come in very useful as utilities – for instance, finding out disk header information is a valuable function – but are unlikely to be used in an everyday program. Indeed, a lot of the commands don't actually achieve that much that couldn't be done via normal programming. For instance there are commands to increase and decrease integer variables – a task easily accomplished with standard BASIC techniques.

Free extras

In addition to the main *Ultrabasic* program, there are lots of other bits and pieces on the disk. Some of the programs are almost good enough to stand alone on their own, and they should certainly be taken into account when considering the purchase of the package.

Bar Tetris is a special utility for players of the famous lateral thinking game, *Tetris* – the supreme challenge. It allows you to play the game in an instant, without the bother of saving your work. On boot-up, the *Tetris* code is stored in the second bank of memory. All that needs to be done to play is to type |TETRIS. Your BASIC program 'flips' places with the game, and you can play away. When you think it's about time you got on with some work again, the program you're working on can be brought back with similar ease.

A font editor allows you to design your own character set for use in the program. *Ultrabasic* allows you to make use of these custom characters in your own programs.

A Silicon Disc program allows you to use the memory as a temporary disk drive. You can save and load programs and data very quickly – just don't forget to save any valuable work onto a real disk at the end of the day!

Added to this are such treasures as a Mandelbrot set generator, a utility that allows disks to be examined, and a disk-to-tape archiver. A lot of these programs are extremely useful or interesting, but it's difficult to see them as saleable products in their own right. As part of a compilation, however, they're most welcome.

Ultrabasic is quite a mixed-up program. There is the feeling that a the majority of the commands aren't all that useful. One or two however, are worth their weight in, if not gold, then certainly in carbon steel. (*Er, yes – ed.*)

Added to this are all the other bits and pieces on the disk. It should really be viewed as a compilation of programs and, in that light, you do get an awful lot for your money. All things considered, six quid for a disk crammed full of programs ain't bad.

GOOD NEWS

A good selection of programs for £6

BAD NEWS

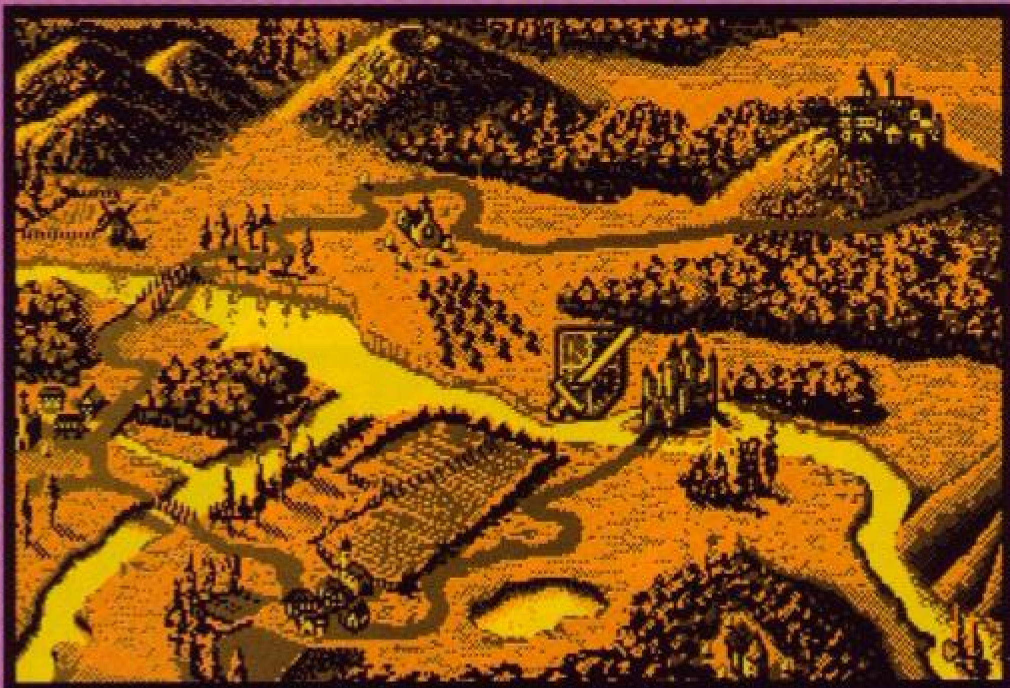
The extra commands aren't always that useful

Action Test

First console release from Titus and three Ubi Soft crackers!

IRON LORD

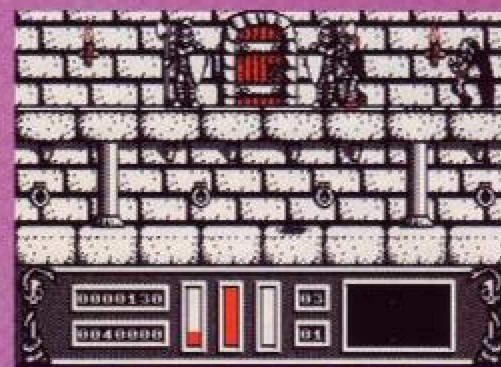
Four disks full of great gothic graphics in Ubi Soft's fairytale epic. (p50)



FIRE & FORGET II

Can you save the world from nuclear oblivion in this ferocious console blast? (p64)





● Suck your way to success with *Night Hunter*, on page 58...



● Demonic Dinamic gameplay. The devilish goings-on start on page 52...



● Can you stop Hitler's panzers in the *Battle of the Bulge*? War breaks out on page 58...



● No, I'm sorry, this is just too silly. If you can get past the 16-ton weights, head for page 48...

Also reviewed

MONTY PYTHON'S FLYING CIRCUS

Virgin ● £9.99 cass, £14.99 disk
joystick/keys

And now for something completely different. The true love story of Ken Shabby and Rosemary. No! Actually, it'sssssss the game of the film of the program of the soundtrack of *Monty Python's Flying Circusssss*! Learn how to recognise several different types of trees from quite a long way away! Argue with people! Do silly walks! Speak in a whining, nasal monotone, changing the word "and" to "swollen" every time it occurs! Sit in pubs and quote the parrot sketch with your friends for hours! Yes. It's time to don your silly hat, lock the door and put down that Cabinet Minister: you're about to enter an extremely surreal world...

You are Mr D P Gumby, complete with knotted hankie on head, the picture of sartorial elegance. But, as so often happens, your brain has split into four parts and run away.



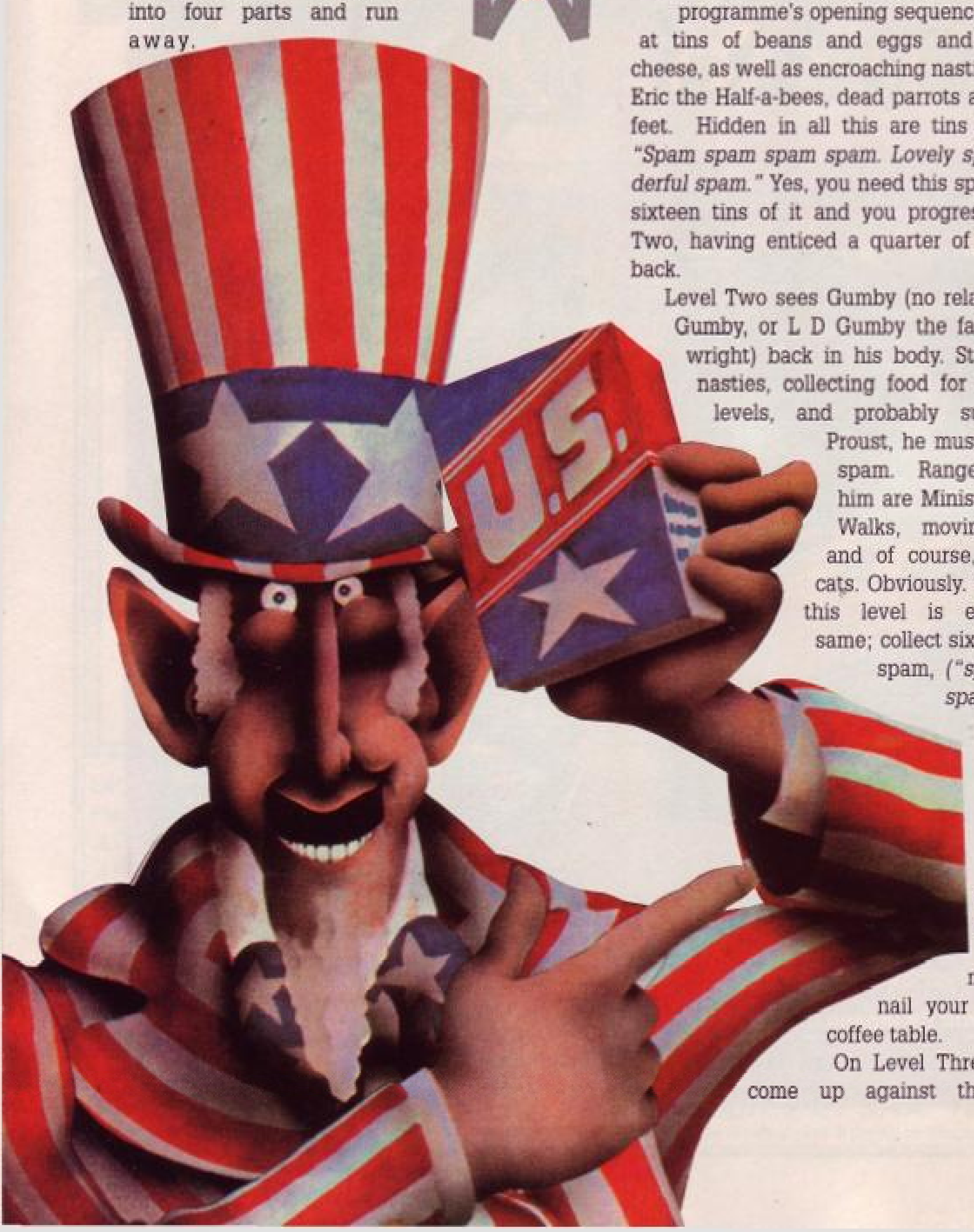
● "I'm a lumberjack an

Don't ask why – we didn't expect a kind of Spanish Inquisition ...*Whoosh! "Nobody expects the Spanish Inquisition! Our main weapon is fear and surprise... our* two *main weapons are..."*

Anyway, brainless Gumby must undertake to find the missing parts. He walks off and becomes a fish. He swims off into the pipes and tubes of the TV programme's opening sequence, shooting at tins of beans and eggs and lumps of cheese, as well as encroaching nasties such as Eric the Half-a-bees, dead parrots and flying feet. Hidden in all this are tins of spam. *"Spam spam spam spam. Lovely spam, wonderful spam."* Yes, you need this spam. Collect sixteen tins of it and you progress to Level Two, having enticed a quarter of your brain back.



Level Two sees Gumby (no relation to E J Gumby, or L D Gumby the famous playwright) back in his body. Still firing at nasties, collecting food for his energy levels, and probably summarising Proust, he must find more spam. Ranged against him are Ministers of Silly Walks, moving mouths and of course, exploding cats. Obviously. The idea of this level is exactly the same; collect sixteen tins of spam, (*"spam spam spam spam... shut up! Bloody Vikings"*) and you gain another part of the brain. Fail, and you may as well nail your head to a coffee table.



On Level Three you will come up against the Spanish Inquisition...
Whoosh! "Nobody expects the Spanish Inquisition! Cardinal Biggles, get the comfy chair!"

And Level Four? Not one person working on any magazine in the entirety of Future Publishing has ever got that far, so you'll have to find out for yourselves...

As you may have gathered, the gameplay may be daft, but it ain't stupid. Indeed, it's pretty tough right from the start. Some of the



● Lend us a quid 'til the end of the week, will ya?

baddies are intelligent, and follow you around, sapping your energy unless you can kill them quickly, while the coveted spam tins are hidden around the place, requiring you to be careful about finding and collecting them; some are booby-trapped and require a touch of lateral thought as well as deft joystick movement.



There are many cunningly-hidden screens on all the levels, with seemingly impossible exits, entrances and 16-ton weights suspended precariously above. You can explore these and get extra points. If you live in Leeds or Sheffield, you could also tie a piece of string to your toe and go *"Bong!"*



● Mr Gumby is currently appearing in the Thames.



● This game is still in the pipeline (ha ha).

For a probably very good reason, your score at the start of the game is 99,999,999. As you progress, it gets lower, so you are continually aspiring for the day's lowest score. You gain an extra life for every 10,000,000 points lost.

SECOND OPINION
"The Larch." AW

Strange, but not as strange as a man with a tape recorder up both his and his brother's nose.

Gumby's motivation for all this manic-ness (*manicitude – ed*) is simple. He wants to be a Chartered Accountant. We understand his dilemma. We didn't want to be games reviewers. We wanted to be lumberjacks. Leaping from tree to tree in British Columbia... But enough dreaming – Back to Gumby. He fondly believes his brain would be an asset in his chosen profession, so must retrieve the pieces without losing his three lives. And spam is the key. (*"Spam spam spam sp..." yes, yes, all right – ed.*)

Monty Python is a very slick game. The intro screen is that famous logo roughly hewn



● Get the egg! And that Spam!

from giant rock, and a *boppy version of the theme music* plays in the background. The graphics for the game are as near to Terry (not Jones) Gilliam's animations as the CPC will allow, and they move well with no flickering or jerkiness. The screens change bit by bit, rather than scrolling smoothly, which fits in quite well with the exploratory nature of the game. The backgrounds are detailed, but not messy, and the nasty ex-parrots and so on that attack are nicely drawn.

During the game you hear the sounds of the little fishes that Gumby uses as offensive weapons being fired, as well as the other nasties being blown up. They often make little sounds to announce their appearance, too. The net result being a satisfying cacophony of blasting, squidging and appearing noises.

Initially, the game is a bit overwhelming, and the Pythonesque humour so concentrated that you sit and laugh at it all, because it is very silly indeed. But as you progress further and further, you realise that it is a very real challenge. This is not a game you will master easily. However, there is a possibility that, unless you are an incredibly dedicated fan of Messrs. Cleese, Palin et al, or have an incredibly short memory, you will cease laughing at the humour, and start to notice that each level of the game has exactly the same objectives. The graphics differ, as do the movements of the sprites, but the essential similarities remain.

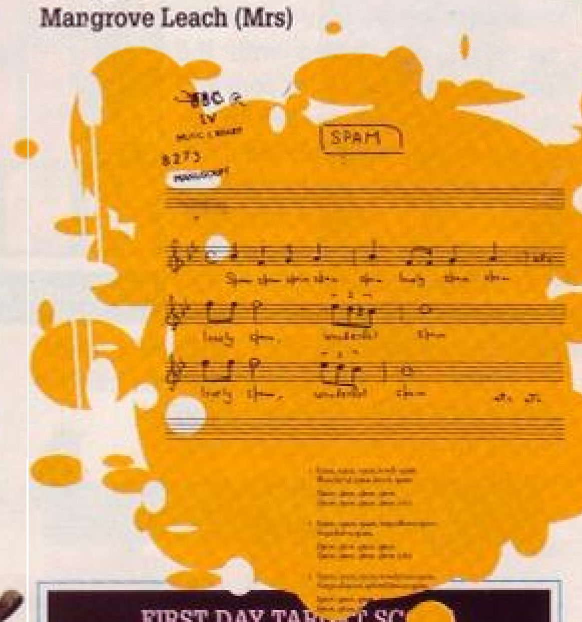


It's a very good game, though, and is pitched at just the right difficulty level to make it compelling as you try to get further and further towards that accountancy job. The Monty Python idea is certainly a good one, and is done well. You do need to be acquainted with the programmes to understand a lot of it, but it is funny, and you can have a great time avoiding the Spanish Inquisition (*"Nobody expects..."*) and looking for all that spam. (*Lovely spam, wonderful spam spam spam...*)

Actually, it really is about time they showed *Monty Python's Flying Circus again* on TV. *"Hello, is that the BBC? I wish to register a complaint..."*

Wing Cdr James Telescope Vole-Strangler Mangrove Leach (Mrs)





FIRST DAY TARGET SC[ORE]

Complete the first level

The Verdict

GRAPHICS **88%**
☐ Great Gilliamesque animation.

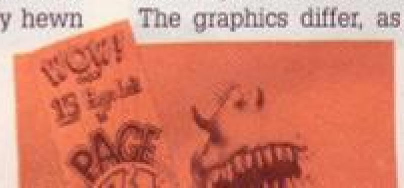
SONICS **81%**
☐ Well, how *does* a dead parrot sound?

GRAB FACTOR **87%**
☐ You'll chuckle a good deal.

STAYING POWER ... **82%**
☐ Python fans will never get tired.

AA RATING 84%

☐ It's a real goer (nudge nudge, wink wink, say no more).



IRON LORD

Ubi Soft ● £19.99 disk only joystick





● This looks like a rather heavy Knight on the tiles.



● Arm-wrestling in the tavern.



● A quiet church. (Your position is shown inset.)

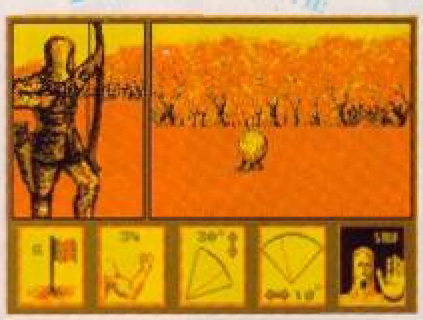
It's another place and another time. A land of mystery and adventure, good and evil, lies before you. A land you must travel from end to the other, for you have a quest to perform. And the very future of your country is at stake.

The scenario for *Iron Lord* relies on one of those very detailed histories that will either set your pulse racing with the enchantment of it all, or bore you to death. You are the heir to the throne of this incredible land, but have been away participating in crusades for a while. Annoyingly, however, when you return you find that your Uncle Zolphar, the King's brother, has taken over, and is ruling the land with an evil and heavy hand.

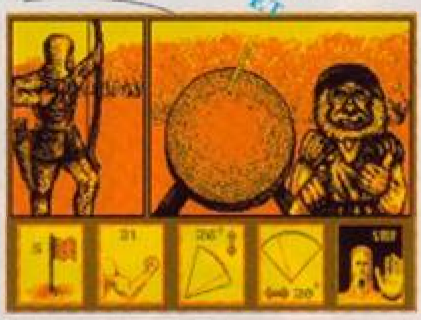
You are naturally appalled that this travesty should have occurred, so you've decide to stir the populace into rebellion, thus enabling you to take your rightful place, and also dishing out a good hiding to your old Unc. It is a time of fear and turmoil.

Your base during the game is in the ruins of your ancestors' castle. One tower stands intact, and it is here that you make your strategic decisions. You must leave it, though, to ride around the kingdom proving to your people that you are fit to lead them into open revolt. To show your true mettle, you must complete several tasks. These can be attempted in any order, depending on where you wish to ride first.

The biggest test is the archery competition taking place in a nearby village. You have several rounds in which to hit a target getting progressively further away. Your best shot of four is the only one that counts, so you can correct after each shot until you're on the bullseye.



● Take careful aim, pull back slowly...



● Not bad. Missed the old guy, though.



● Aim a bit lower, and bullseye (almost)!

You adjust the direction, elevation and strength of each shot, taking the wind speed and direction into account. It isn't easy. If you get through each round, though, you gain enormous respect and prestige; this is what it's all about.

AA MASTER GAME!

In another village you will find a games-house full of people playing dice, arm-wrestling and drinking heavily. It's another chance to prove yourself a man. If you take part in the arm wrestling, you must waggle the joystick very quickly and smoothly to overpower your opponent. Beat nine opponents consecutively and more prestige is heaped upon you.

You might then decide to move to the gaming table. You can play a game of chance, betting on the outcome of dice-rolling. If you are persistent and lucky you can double your stash of pieces of gold. This money is needed when interacting with other characters, of which there are many. When you enter a building you meet the people inside. You can have conversations with them, buy things from them or even give things to them.

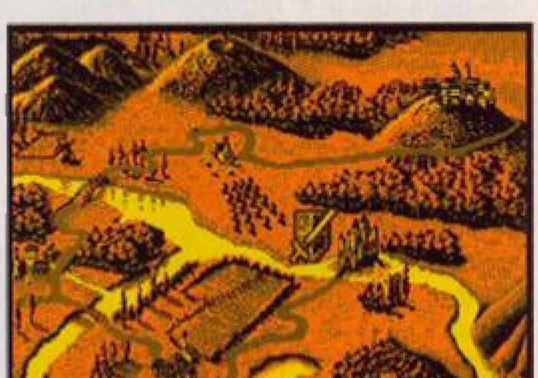
These other characters are the key to the game. You must find out what is going on in the kingdom, and also persuade them to join you in your fight against the naughty Zolphar.

However, we could only get our hands on an early hot-off-the-presses French version of the game, so we can't be, er, too exact about the conversations. However, as you select the phrases you wish to speak this wasn't too much of a problem – Ubi-Soft has wisely steered clear of text inputting, choosing instead a multiple-choice interface.

That's not to say, of course, that you'll find all the characters in the game are as chatty and amenable as you are. Some, like the gorgeous, pouting etc barmaid in the games house, just don't succumb to flattery, and couldn't care less about the war for supremacy. Others are actually on old Zolly's side, causing you to make a swift exit.



● You're arriving on horseback at Torentek village.



● The overall map. That shield marks your position.



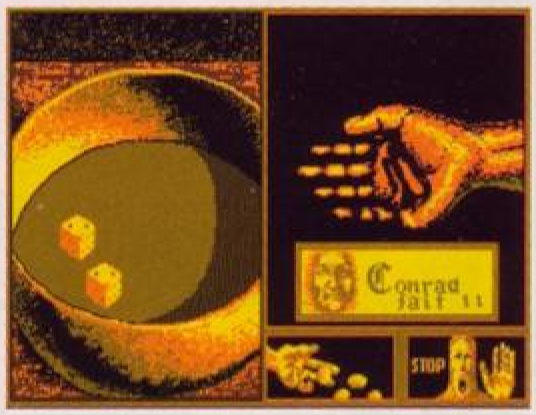
● Another village. Head off straight to the pub...



● This serving girl has valuable information.



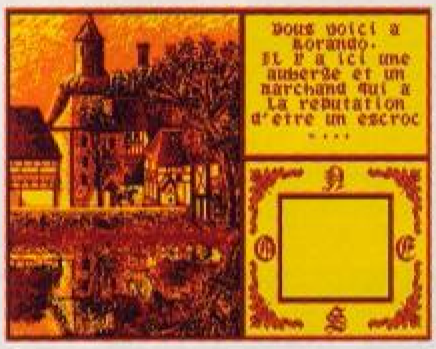
● Decide on your bet. Roll under 7 with two dice...



● ...and you lose it all. Conrad, your opponent,

Gradually, as you travel round between the locations on your trusty black steed, doing good and wronging rights, you build up a following. But the enemy are active, and an assassin could spring upon you as you leave the safety of a village. You must parry his sword strikes until you grab the chance to skewer him viciously. If you lose a fight, it's game over, so it pays to be ready.

There are many sub-plots for you to discover. Some require distinctly lateral thinking and the help of other characters. But nurture your acolytes, plying them with gifts and weapons, and they'll form a whole army to back you up.



● Korando – a town full of crooks?

Having gained the support of the plebs, you must return to the castle and mass your troops. The scene shifts to a battle map, upon which you move your forces. This stage is a fairly simple strategy game which wouldn't really stand up on its own, but is fine as an advanced section in the game. If your armies achieve success here, there is an arcade section to complete. It takes place in Zolphar's labyrinth, which has six levels infested by acid-bearing monsters which must be killed if you are to progress further. Like the battle, this should really be seen as a bonus rather an arcade game in its own right.

Iron Lord is a really big game, using all four sides of two disks. There is a deal of disk swapping to put up with during play, but it is all quite quick, and is certainly is worth it.

The graphics are simply breathtaking. Many of them are static, but they look like illustrations in a children's book, the whole land bathed in a russet glow, enhancing the fairy-tale atmosphere of the game. And there are plenty of graphics, too. All the characters are displayed with wonderful artistry and detail, and their eyes and mouths move beautifully as they speak. Many of the locations are shown with the same attention to detail, and an overall map of the land is viewed during every journey. (A little horse and rider are seen galloping furiously along the winding lanes, and a close-up picture of you on your steed is seen as well. The animation is magnificent.)

Sound is well up to the usual very high French standard. Vaguely medieval, very evocative tunes play at certain points, and action sequences, such as the dice-throwing and archery have spot effects. Although the music adds to the fun, you can switch it off – useful if you've been playing for hours and it's starting to grate.

As *Iron Lord* is such an epic game, you can save and reload your position. Unfortunately, to do this you must return to your castle and access the save menu there. But then this does stop those irritating "save?" messages from clogging up other menus and phases.

Control is entirely by joystick. Icons and pointers are used extensively, and these work as well as with a real mouse. The displays, excellent graphics notwithstanding, are very smooth and well-finished. Each screen scrolls neatly away, with new screens sliding into place as they're called up. For the level of detail, it all works very quickly and puts a great many other games to shame.

The quest you are sent on is varied enough to avoid repetition of certain tasks, but all the aspects seem 'right' in the context of the storyline; the gambling and archery sequences also fit in nicely. *Iron Lord*, simply, has amazing style.

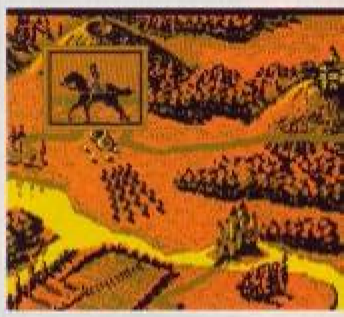
However, the quest idea either appeals to you or it doesn't. There have been many 'travelling round and saving the kingdom' type games, and *Iron Lord* itself isn't new, having been around on other machines for a long time. Nevertheless, it stands head and shoulders above the others in the genre. It is fun to play, and wonderful to look at. There is enough here to satisfy the most demanding adventurer, but the game is never dense or impenetrable.

Inevitably you pay a high price for such a big game, but you can lose yourself in *Iron Lord* for hours, and love every minute of it.

Brave Sir James 'Iron-Britches' Leach



● Another helpful character, perha



● The horse indicates your travell

SECOND OPINION

"As James says in the review, you either like the old swords-and-sorcery genre or you don't. I'm afraid I don't. The whole thing is beautifully put together and quite unique on the CPC, but... yuk!" *RL*



● Click on the activity which tickles your fancy.

FIRST DAY TARGET SCORE

Win the archery competition

The Verdict

GRAPHICS **95%**
- Story-book pictures.
- Seriously artistic!

SONICS **88%**
- Wonderfully atmospheric tunes.

GRAB FACTOR **91%**
- Easy to get to grips with.
- But full of detail.

STAYING POWER ... **92%**
- You'll want to keep playing until you complete it.

AA RATING **92%**

- *Iron Lord* is a beautiful, varied fantasy game.

SATAN

Dinamic ● £9.99 cass, £14.99 disk joystick/keys

RAVE! AA RAVE!

The old devil! Beelzebub has been up to his old tricks again. He's only gone and converted all the wizards to his evil cause. And a World without wizards, well doom gloom and general unpleasantness all round I'm afraid.

There's only one thing for it. To send the bravest strongest warrior around to fight his way through the hellish underworld to become a wizard, and eventually to do



● Enough firepower to down the deadliest oponent.



● You've wasted the nasty, and there's your reward.

battle with Satan himself. Well, it seemed to be a good plan at the time.

But who's the best man for the job? Well with Sid the Skull-Crusher down with a nasty cold, and Brian Bloodaxe with his sprained ankle, there's only you left. So you set out on your long journey, to teach old Satan a lesson or two.

Satan is like football in the sense that it's a game of two halves. You have to finish the first section before the computer allows you access to the second level. A password is given on completion, so do it once and you'll be able to play the second half any time you like.



The first part concerns you making your way across the Land of Lost Magic, where you need to collect three magical papyrus rolls. It's these mystical items that give you the power to transform from Warrior to Wizard.

Of course, it's not simply a case of strolling into the Land of Lost Magic, slipping the artifacts into your pocket, and catching the number ten bus home again.

For a start, it's not called the Land of Lost Magic for nothing, you know. Those three things so vital to your cause are strewn about a land so big, that even if there weren't any monsters they'd be pretty hard to find. And there are monsters. Lots of them.

If you manage to locate all three scrolls, then it's on to the second part. Things don't get any easier. You've got to rescue as many wizards as you can from the Palace of Clouds, and then there's the matter of forever destroying the forces of evil. Could be tough...

Satan bears more that a passing resemblance to the arcade game Black Tiger. However, the Amstrad version of Black Tiger was not one of the best games around, being a direct Speccy port, so Satan's lack of originality is, perhaps, excusable.

The game is constructed from horizontal platforms which you run along, and vertical pil-



● Duck! - Or you'll get a hair cut you'll never forget!

lars that you can cling on to in mid leap, and climb to gain height. Jumps have to be judged quite carefully. It's easy to miss and plummet downwards for several levels. Luckily falling large distances doesn't hurt our hero. It does waste time however, which is in short supply, and the three rolls need to be found before it's too late.

Plenty of Hell-spawned baddies inhabit the first level. The flying Gargoyles are the worst. You're never safe as one of these monsters get reach anywhere that you can. The fact that



● A big, bad beastie. Kill it and you've got a scroll.

they are equiped with flame throwing breath doesn't help either.

You're not exactly helpless though. You have unlimited firepower, and can floor the enemy with ease. Killing a nasty usually reveals a coin, but sometimes hide specials, which aid you in your mission. Power-ups improve your fire power, vials restore your energy, and sand-clocks credit you with oh-so valuable extra minutes.

Eventually you'll meet the first of the scroll guardians. Here you've got to blow his head off and then shoot him in the heart. Do it three times and you're through to level two...

As you'd expect from a Dinamics game, the graphics are big, bold and brilliant. The backgrounds are drawn in atmospheric hues. Ice cool blues contrast with the warm looking yellows and reds that make up the majority of the platforms and scenery. The monsters are especially well done. They really do look mean and menacing. The only slightly disappointing graphic is the main character. He looks decidedly wimpy compared to the opposition. A pity as most of the time, he's what you're looking at.

Sound is reasonable. There's no title music, and sonics consist entirely of spot effects. There's plenty of explosions as the baddies bite the bullet, keeping the loudspeaker busy for most of the time.

Satan is tough, challenging and very playable. The scrolling is smooth and graphically the game rates very highly. Just be careful that Old Nick doesn't get you...

Adam Waring

FIRST DAY TARGET SCORE

Collect two scrolls

SECOND OPINION

"Fast, furious and fun. Satan is one hell of a game" JL

The Verdict

GRAPHICS **89%**
☐ Beautifully drawn backdrops and sprites.

SONICS **77%**
☐ FX OK.
☐ No tune.

GRAB FACTOR **84%**
☐ Lots to kill.

STAYING POWER ... **83%**
☐ Two tough games in one.

AA RATING 83%

☐ A devil of a game!

Clive Barker's THE NIGHT BREED

CABAL

THE ACTION GAM

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

HAS

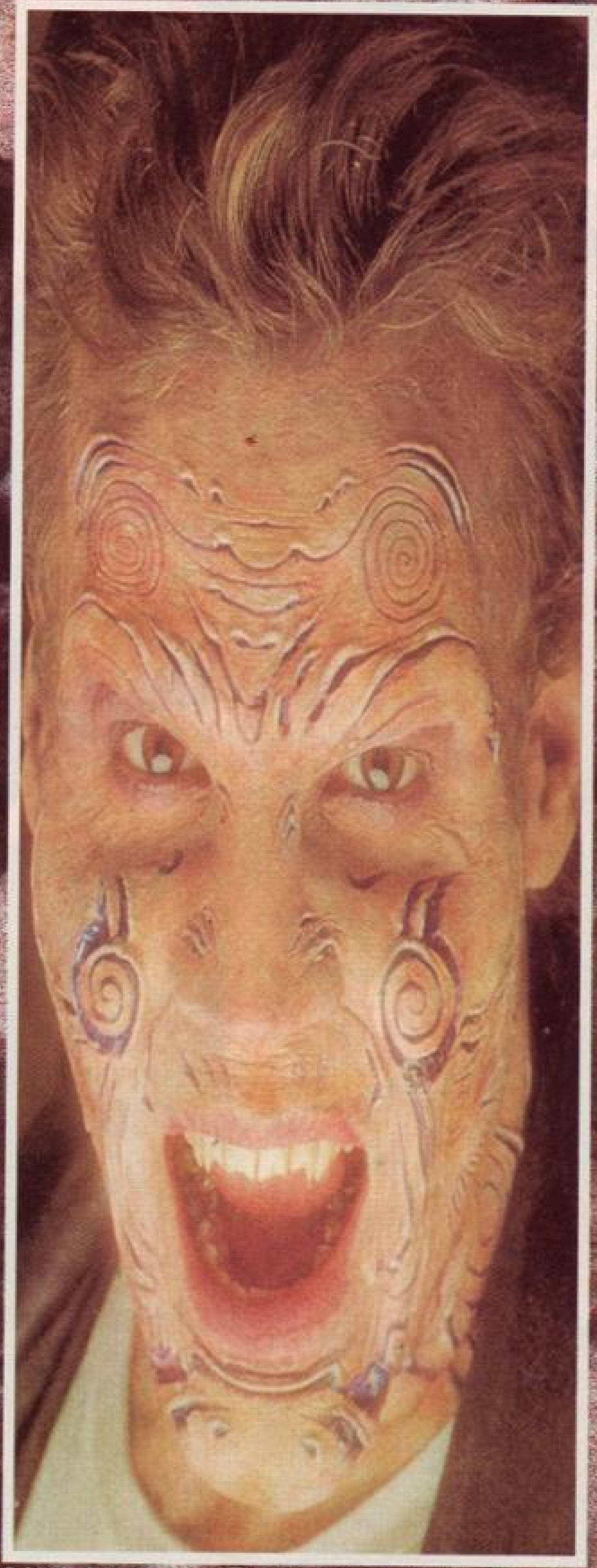


THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHUMANITIES OF MAN.

NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



NIGHTMAR

YOU MUST PIT YOURSELF AGAINST T
MURDEROUS REDNECK GANG FROM T
NEARBY ABOVE-GROUND CITY AND ULTIMAT
DEFEAT THE INSANE SERIAL KILLER KNOWN
"THE MASK"



BEGUN

THIS ALL-ACTION ARCADE ADVENTURE ALL
YOU TO SHOOT, PUNCH AND JUMP AS
EXPLORE THE TERRIFYING UNDERGRO
ENVIRONMENT OF THE NIGHTBREED.

AVAILABLE FOR COMMODORE SPECTRUM - AMSTRAD ATARI ST AND CBM AMIGA.

ocean

THEY'RE COMING SOON!!!


MONTY PYTHON'S
FLYING CIRCUS
THE COMPUTER GAME
IT'S A GOOD GAME
NO IT'S NOT
YES IT IS!
ATARI ST
AMIGA
SPECTRUM
COMMODORE 64
IBM PC
AMSTRAD
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
Virgin
GAMES

ACE/ACE 2

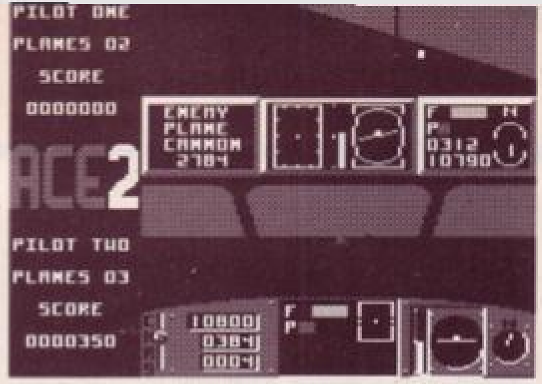
Encore ● £2.99 cass joystick/keys

Two flying games on one cassette! Although both *Ace* and its sequel involve air-to-air combat, neither is really a simulator.

Ace is a one-player game, placing you in the cockpit of a anonymous modern fighter. Just choose a skill level, select your weapons and take off.

Targets include tanks, helicopters, other jets and the occasional warship. They all look pretty much the same, though, as they jerk past. Closer up, they do improve, but the game still isn't much to look at, with simple graphics and pedestrian gameplay, so there is no sense of speed or excitement as you fly around, navigating with the simple strategic map display. This also displays other airfields and air-to-air refuelling tankers. The refuelling is done quite well, if very simply. Options also exist to select day/night or the season. Winter is recommended for green screens.

> **SECOND OPINION**
> *"My word, flight sims have come a long way since this one first saw the light of day! Can you go wrong for £2.99, though. (Yes, probably.)* RL



● Flying through the air with the greatest of difficulty.

Ace 2 has a split screen, allowing two players to dogfight. Again, it is jerky and slow, with the horizon rolling in 30-degree chunks. The update for each screen is such that evasive action doesn't register on the opponents' screen for a few seconds, giving ample time to fire. The 3D effects also seem shaky, so many skilful Tom Cruise manoeuvres are useless. Being able to see the enemy's cockpit display doesn't improve the cat-and-mouse aspect either. As in *Ace 1*, you should use cannon to down the foe. You also have missiles, but these seem useless and only slow up the screen even more.

Both games will be frustrating to the sim buff, owing to their overpowering simplicity and lack of atmosphere, but together their cheapness might appeal, possibly as a diverting, if slow, dip into old-fashioned three dimensional arcade games. The dogfighting in *Ace 2* is a novel touch, making it much better.

James 'Biggles' Leach

ACE FIRST DAY TARGET SCORE
Destroy any target

ACE 2 FIRST DAY TARGET SCORE
Shoot down your mate!

Ace Verdict

GRAPHICS	36%
SONICS	30%
GRAB FACTOR	31%
STAYING POWER	34%
AA RATING	**33%**

■ Oh dear. It will crash and burn.

Ace 2Verdict

GRAPHICS	43%
SONICS	31%
GRAB FACTOR	44%
STAYING POWER	40%
AA RATING	**40%**

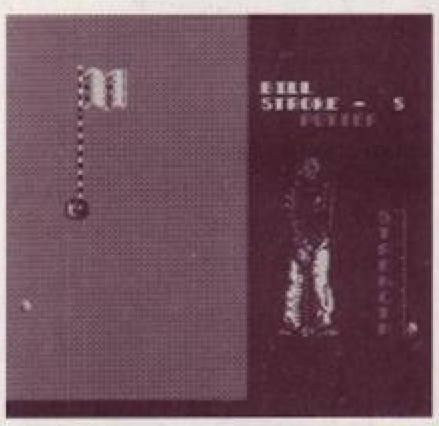
■ Better – you get one-on-one dogfighting.

PRO GOLF SIMULATOR

Codemasters ● £2.99 cass joystick/keys

Fore! There's all the fun of the golf course to be had without all that walking around for miles and miles. And of course there's no danger of shelling out for windows broken en route.

Pro Golf Simulator is a lot simpler than the other golf games we have seen. There's no 3D perspective views of courses such as those seen in *Leaderboard* and *Jack Nicklaus Golf*, but then again those were full price and this is a budget offering.



● No problem! (We'll see...)

All eighteen holes are on a single course, which can be scrolled around so that you can suss out the lay of the land. It's very much a two-dimensional layout. You have a birds-eye-view of the whole course. The land is made out of various surface features of the type you might expect to find on a golf course. Trees, bunkers, water and of course, lots of grass.

Up to four players can join in the fun, taking turns to hack the little white ball around the place. You can choose from a variety of clubs, each having different properties on the ball when it hits it. The terrain too has an effect on the ball, which bounces off trees, gets stuck in sand, and sinks in water.

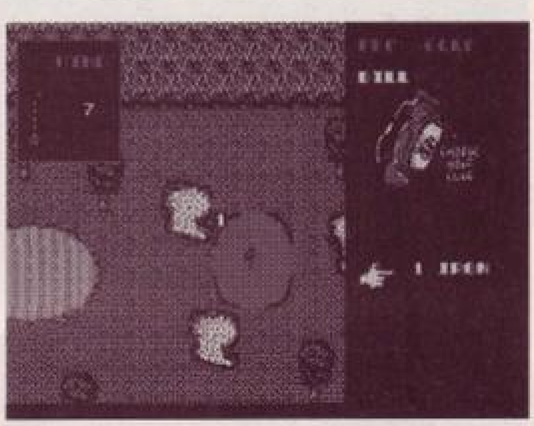
Players take it in turns to hack their way around the course. The control system is easy to master. Choose your club, set your direction, strength and spin, and hit away.

The graphics are small but detailed. A jolly tune plays throughout, but fortunately can be turned off.

The control system makes the game easy to pick up and fun to play. Tactical decisions take the place of arcade skills, and with a golf-playing chum or two, makes for a hotly-contested hour or so of fun.

Adam Waring

> **SECOND OPINION**
> *"Unassuming and unambitious, but extremely well executed and simply great fun."* RL



● Going for a 1 iron? Hmm... up to you...

FIRST DAY TARGET SCORE
Complete the course on par

The Verdict

GRAPHICS 68%
☐ Small, but they work well together.

SONICS 67%
☐ Jolly tune that soon gets irritating.

GRAB FACTOR 70%
☐ It's easy to hit it off.

STAYING POWER 71%
☐ A fairway to go.

AA RATING 70%

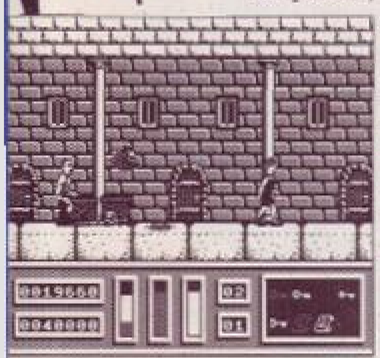
☐ Good multi-player fun.

NIGHT

Ubi Soft ● £14.99 disk (6128 only) joystick/keys



It's a gloomy, moonless night. Deep in Transylvania there is a dark castle with guttering torches and candles to light its cold, old passageways. Rats and mice skitter around, but only brave or foolhardy humans dare to wander the dank corridors. A clammy fear grips all those who enter through those tall portals, into that atmosphere of evil malevolence. Birds don't sing in the forest below the castle. The sun doesn't shine here. People disappear for ever. And some return, hideously changed, living and yet not living.



Winging along in bat-mode.

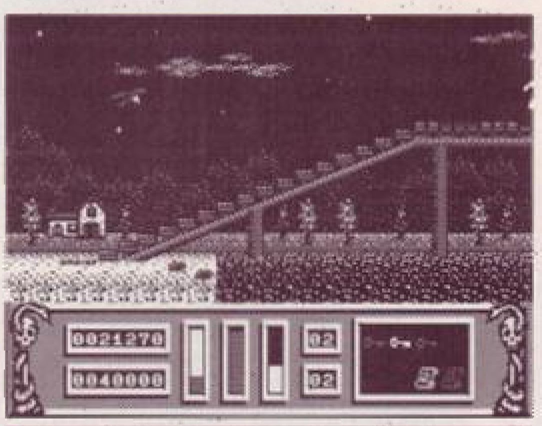
For this is the domain of Vlad Dracula – the Lord of the Nosferatu, the undead. You are Dracula, and this is your castle. Everyone who comes here is unwelcome except, perhaps the odd defenceless virgin from the village. Ahhhh... but never mind that now. Something has gone very wrong indeed. A Vampire hunter called Van Helsing is after your blood, which makes a refreshing change. He has an arsenal of anti-undead weaponry, such as Bibles, crucifixes, garlic, stakes, holy water, hand grenades, Sidewinder missiles and silver bullets (well, most of those, anyway). He also has a band of fearless nutters, who believe you need to be vanquished once and for all. They'll need all their weaponry (except perhaps the missiles) to track down and kill you. (Kill you? But you're already dead. This could get very confusing later.)



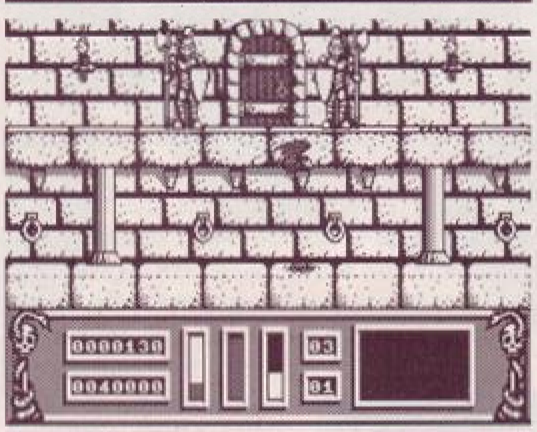
quick change into old wolfie...

However, your aim is clear. On each level (each consisting of 20 screens) you must collect three pieces of parchment and five keys. These will allow you to progress to the next level within your ancient pad. Ultimately, you must try to escape from the hordes of vampire-hunters, priests and old Van Helsing himself. He is indestructible, (and you thought you were the only one) so you must evade him at the end of each level.

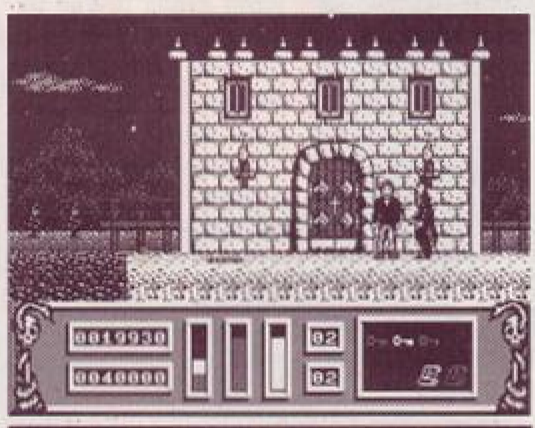
Although the action is taking place in and around your ancestral seat, you must be careful as you move around the castle and, on later levels, the village nearby. The first thing you discover is that there are holes in various parts of the floor. If you step on these, you disappear into the underworld (or somewhere equally nasty) and you lose a life (it's not really a life, more of an existence). To avoid the holes, it is necessary to become a werewolf (obviously) and, by crouching and pressing fire, jump over them. All very complicated, but nice to know, because at lot is at stake (ha ha).



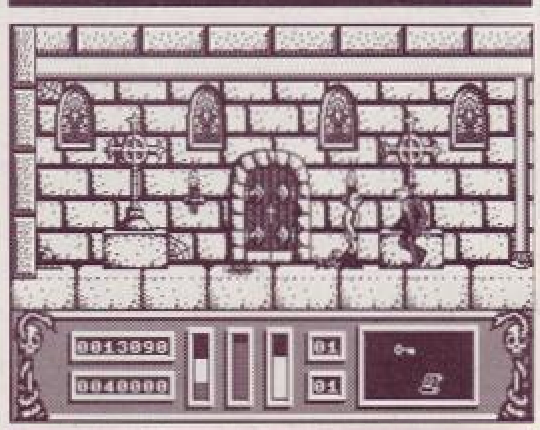
● That black stuff is water – so keep flying!



● Flying's the fastest way of getting from A to B.

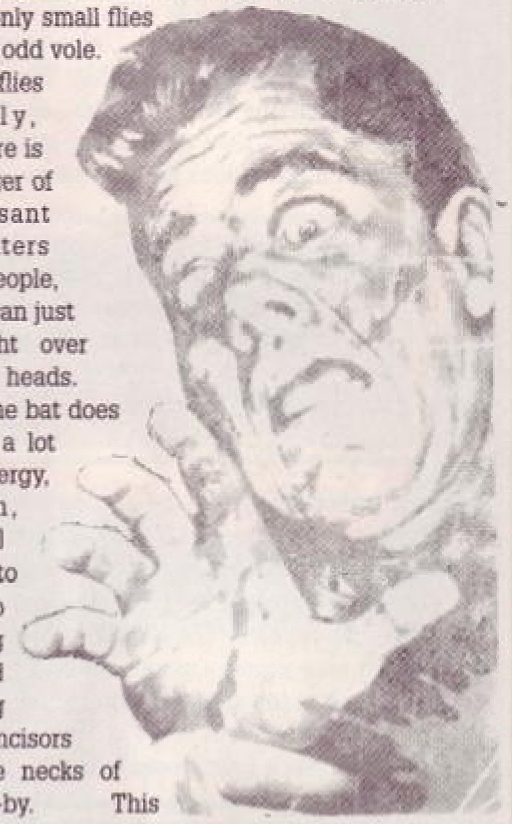


● Level Two, and a whole new set of victims.



● Wolfman's about to bash that bloke to bits...

The only way to move around safely is to become a bat. You have to power to transmogrify from human form to bat or the werewolf. Each has its advantages: in the human state you are able to pick up objects and suck the blood of those poor mortals that cross your path. The werewolf is much stronger and has the constitution of a, well, an extremely large wolf walking around on two legs. The wolf is great at thumping people, killing them with a few good smacks to the head. The bat is best for moving around, but is hopeless at combat, killing only small flies and the odd vole. It flies quickly, and there is no danger of unpleasant encounters with people, as you can just zip right over their heads. Being the bat does use up a lot of energy, though, so you'll need to keep landing and sinking your incisors into the necks of passers-by. This replenishes your blood and energy levels, so is not done in vein (ha ha).



The collectable objects are scattered at random around each level, and some do require a bit of forethought and planning to reach.

Exploring the levels is not difficult. This isn't a tough platform game, and you can generally suck the plasma out of anybody getting in the way. Occasionally you are beset by a gang of what look like skinheads but surely aren't. They punch you violently, forcing you to turn into the werewolf and scare them to death. Also, a surprising number of unattached women wander about. Several carry crucifixes, but if you're thirsty, this shouldn't halt you for long. The blood-sucking sequence is done beautifully. You must time the initial grab of the victim just right, then go for the throat. There is a queasy, slurping noise, and once the essence is extracted, the body turns to a skeleton and the bones tinkle into a heap on the flagstones. It's brilliant.

> **SECOND OPINION**
>
> ***"Great graphics and not too frantic action guarantee an entertaining little game. The bloodsucking sequences are brilliant."*** ***RL***

As with many French games, *Night Hunter* has a lovely sense of style. The graphics are cartoon-like, with a definite feel for the Dracula genre. The human-bat-werewolf transforma-



● Just a quick top-up now...

tions look very neat indeed, and each moves nicely around the castle. Each room is different, with suits of armour, staircases, and other medieval bric-a-brac.

The sound is fine. There's a fabulous tune which plays during the intro screen which could have been written by Jean-Michel Jarre himself. There isn't a continual tune during the game, but the sound effects work well – the best definitely being the blood-sucking. At the

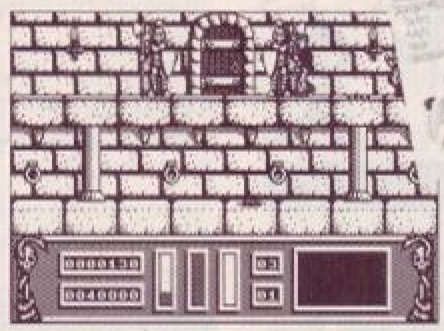


● Watch out for the archers – those arrows hurt!

end of each game there's a different tune, also of high quality. Very thorough, the French.

The game is not too difficult at first. There are only the holes to contend with, plus well-drawn witches that fly past, causing you to duck wildly. Mortals abound, so you need never run out of blood, and the keys and parchments are not too hard to find. Further levels lead you to take moonlit excursions outside the castle walls, and you can also meet the dangerous people armed with anti-vamp kits, axes and arrows. Turn into a bat, and flap out of the way. It's your best chance to remain safely undead. The complexity of the game increases as you get further into it. One annoyance is that when you lose a life (or a death or whatever) you start at the beginning of that level. If you happened to be fifteen screens away, you can only gnash your fangs in frustration, mutate into the bat and flap off through the passageways again.

Overall, *Night Hunter* is a good game to play. It has many elements of a platform game, plus a touch of exploratory adventuring, and also simplistic beat-em-up and suck-em-dry sequences. It all takes place in two dimensions, but scrolls smoothly, and the collision detection is accurate, as is the movement. Big graphics capture the feel of the castle, and of old Vlad himself with his flapping cape and his bat or wolf alter-egos. The enemies are also up to the same standard.



● Watch out for that trapdoor just ahead.

The pace of the game is not furious, nor does it require constant, split-second timing, but the playing doesn't suffer for the lack of it. Arcade game standard it ain't but if you like the idea of a nicely drawn atmospheric romp around a big castle, with a bit of thought and a bit of difficulty, give *Night Hunter* grave consideration.

THE TRUTH FROM BEYOND THE GRAVE...

Vampire stories have been around for centuries. They originally emanated from the highly superstitious peoples in central and eastern Europe, such as Transylvania in Hungary. One theory is that during times of plague, many sufferers lapsed into narcolepsy, a coma, in which they gave all appearances of being dead. They were duly buried, but could sometimes wake up afterwards. All it would take was for someone to see a dishevelled figure emerging from a shallow grave at night, and panic would quite naturally ensue.

Diseases at the time such as scurvy would cause the sufferers gums to recede, making their teeth look much larger and fiercer. Conjunctivital symptoms meant that the sensitvity of their reddened eyes would not permit them to go out of doors in daylight.

The effects of the full moon on some animals and the deranged have long been known about, and this is another quite separate factor which has become enmeshed in the legends and superstitions.

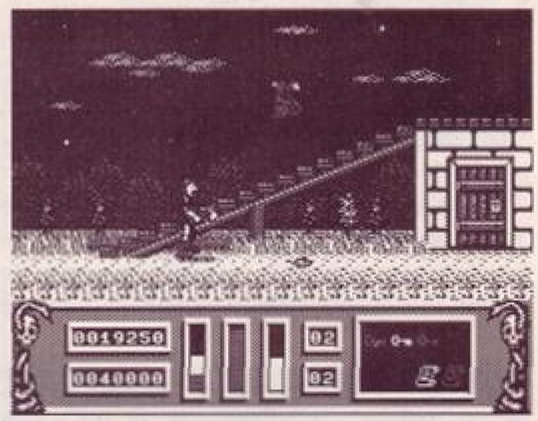
And Vlad the Impaler really existed. He ruthlessly controlled a large tract of land from his forbidding castle in eastern Europe. Enemies and those in disfavour were speared on long wooden poles. These were placed into the ground, and the dead and dying would hang high in the air. Legend has it that Vlad would often eat his meals in the garden with guests amidst the poles when the weather was nice.



James 'The Impaler' Leach



● *A few of the world's greatest* on-screen bloodsuckers. More of it, we say!



● Only two keys and a parchment to go!

FIRST DAY TARGET SCORE

Get to Level Two

The Verdict

GRAPHICS 78%

☐ Certainly not a pain in the neck.

SONICS 72%

☐ Stealthy, silent stalking and squishy, sucking sounds.

GRAB FACTOR 73%

☐ Get your cape on and get exploring.

STAYING POWER ... 72%

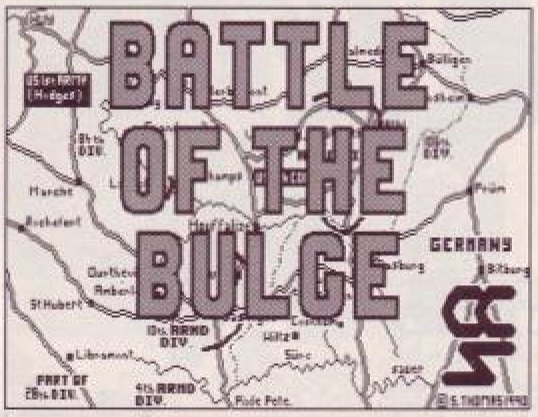
☐ Two levels of difficulty help.

AA RATING 73%

☐ Nice version of an immortal legend.

BATTLE OF THE BULGE

Cases Computer Simulations ● £12.95 cass, £14.95 disk joystick/keys

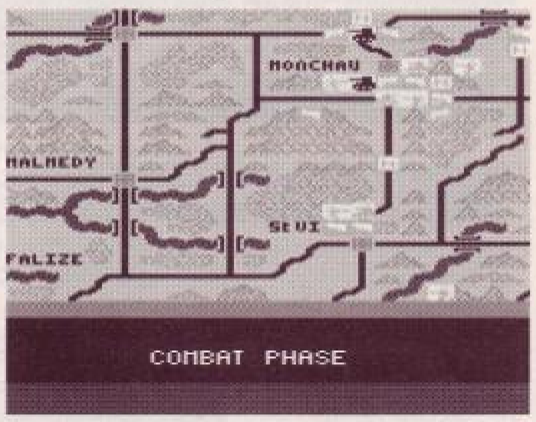


● This is it! Last one to the Meuse is a rotten egg.

The winter of 1944. Hitler was still recovering from the attempt on his life, and at the frontiers of Belgium, Germany and France there was an uneasy stalemate. The Allies were waiting to push further and the Germans were resisting.

However, in a bunker deep in the French countryside, a daring plan was being conceived. A plan which Hitler hoped would turn the tide of the war once more in Germany's favour. It was called "Wacht am Rhein".

This codename (Watch on the Rhine) was deliberately misleading. The push was to be through the Ardennes towards Antwerp, to divide the Allied armies and cut their supply



● Black and grey Germans storm through the lines.

lines. Hospitals and even schools were stripped of men to provide troops for the offensive, and during the frenzied planning, the German High Command even regained some of its former vigour. And on the 16th of December, the Panzers rolled.

The German objectives were clear: the SS Panzers in the north were to reach the River Meuse, the central Panzer Divisions were to capture key towns, and the southern flanks were to engage Patton's Army.

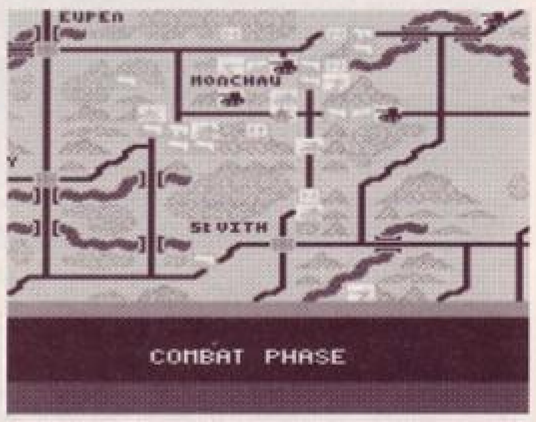
The Ardennes Offensive took place in wooded country not ideal for tank warfare, but the Germans hit very hard and fast. They also parachuted in Commandos dressed in American uniforms to create chaos and misdirect American units. Initially, it worked. The Americans were caught out, the SS spearheads churned westwards with frightening speed, and the bad weather prevented Allied air-superiority from being used effectively.



GERMAN TIGER II (KOENIGSTIGER)

1 Radiator. 2 Engine driven blower. 3 Maybach HL 230 V12 engine. 4 Rear escape hatch. 5 Ammunition stowage around turret & hull. 6 Anti-aircraft 7·92mm machine-gun. 7 Commander's cupola. 8 Commander's seat. 9 Breech of 88mm gun. 10 7·92mm co-axial machine-gun. 11 Machine-gunner's seat. 12 Driver's instrument panel. 13 Driver's se[illegible] 14 Steering wheel. 15 Steering unit. 16 Disc brake dru[illegible]

However, the Allies fought back. The (mainly) American forces were tougher than Germany had anticipated, and the northern push was halted. Slowly the central German attack petered out. Fuel and supplies ran low and the tanks died in villages and fields across



● The blues are still taking a severe hammering.

the region. The war was coming to an end.

This scenario lends itself well to computer simulation because of the exciting nature of the battle. Consequently, several games about it have been written, ranging in quality from the excellent to the abysmal. Cases Computer Simulations' version is unfortunately not one of the best.

At the start of the game you can elect to control either the German or Allied forces, and you can play the computer or another earthling. Other options to change history exist, such as choosing clear weather or delaying Patton's relief army. The computer has an easy and a hard level and there are many variations which can be set up at the start of play.

The playing area extends approximately 70 miles by 70, encompassing the whole of the Ardennes battle area. This scale is fine, but it does take a lot of slow, jerky scrolling to move from one side to the other. It really should be possible to call up an overall map to display your units' current positions, but this option doesn't exist. Each unit is one standard character size, with a tank, gun or artillery symbol to distinguish it.

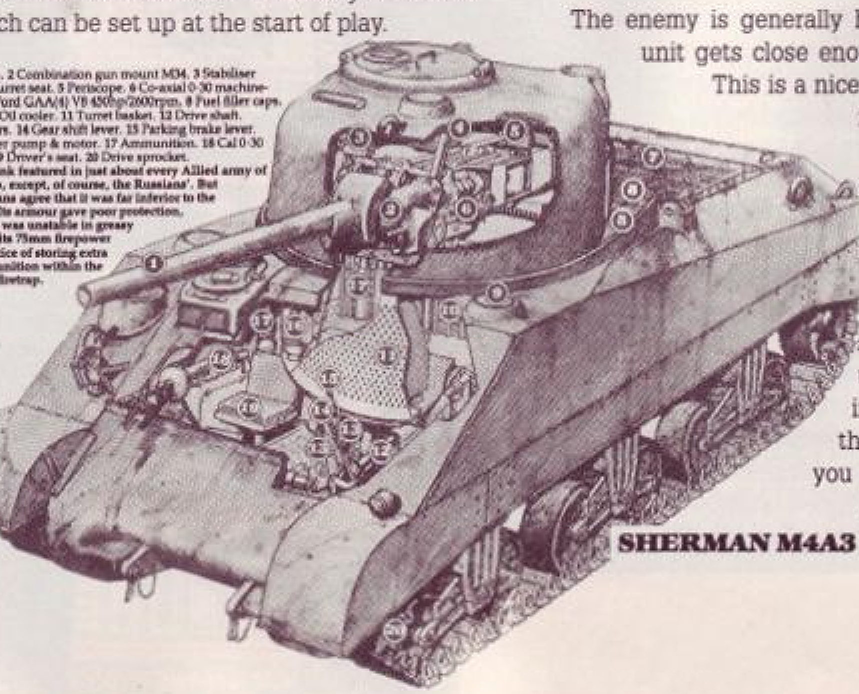
Information on the units is gained by selecting them with the cursor. This is also how they are moved. The unit is selected, an order is given by pressing a single key, such as R for Road movement, M for cross country movement, or B for Bombard, if it's an artillery unit. Unfortunately, there is no way of finding out what specific orders have been given to each unit. This can result in a lot of unnecessary duplication.

The cursor is placed on the point you wish to move to, or bomb. This order is then carried out, possibly taking more than one turn to complete, so keep a close track of your forces' orders.



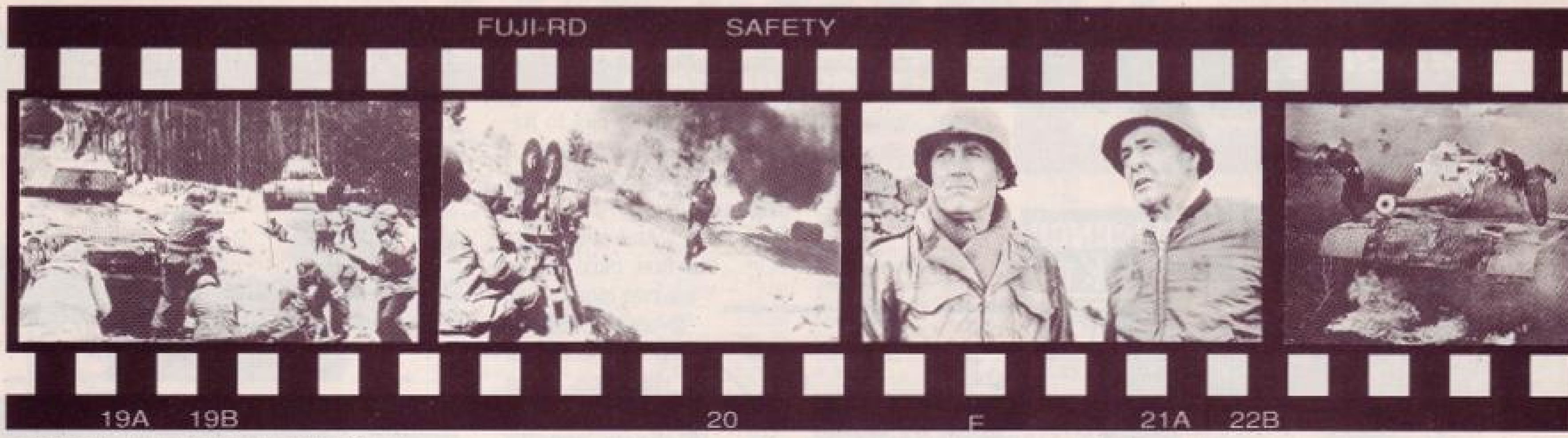
● The post mortem shows the state of each army.

The enemy is generally hidden until your unit gets close enough to see them. This is a nice touch because in real life it is impossible to know the disposition of your opponent without proper reconaissance. You can use air recce later in the game, though. Until then, you have to rely on judgement and luck.



1 M3 75mm gun. 2 Combination gun mount M34. 3 Stabiliser control box. 4 Turret seat. 5 Periscope. 6 Co-axial 0·30 machine-gun. 7 Engine: Ford GAA(4) V8 450hp/2600rpm. 8 Fuel filler caps. 9 Ventilator. 10 Oil cooler. 11 Turret basket. 12 Drive shaft. 13 Steering levers. 14 Gear shift lever. 15 Parking brake lever. 16 Gyro-stabiliser pump & motor. 17 Ammunition. 18 Cal 0·30 machine-gun. 19 Driver's seat. 20 Drive sprocket.
The Sherman tank featured in just about every Allied army of World War Two, except, of course, the Russians'. But military historians agree that it was far inferior to the German Tiger. Its armour gave poor protection, its performance was unstable in greasy conditions and its 75mm firepower weak. The practice of storing extra rounds of ammunition within the body made it a firetrap.

SHERMAN M4A3



▲ Scenes from the film "Battle Of The Bulge"...



● Donner und Blitzen! Ve haff failed, mein Führer!



● But the Allies still lost a great many units.

Combat occurs when opposing units meet each other. You aren't given battle reports; you must select each unit afterwards to determine the amount of damage done to it. Severely damaged units retreat automatically, usually losing sight of the enemy. These units then need fresh orders.

Road, rivers and bridges are the features which dominate the landscape. Using roads speeds up your armour's movement dramatically, but lays you open to ambush and interception. Bridges are strategically vital, so they tend to be the location of most of the battles. The Allies can blow up bridges to delay or halt the evil Nazi menace, who generally retaliate by blowing up the Allies.

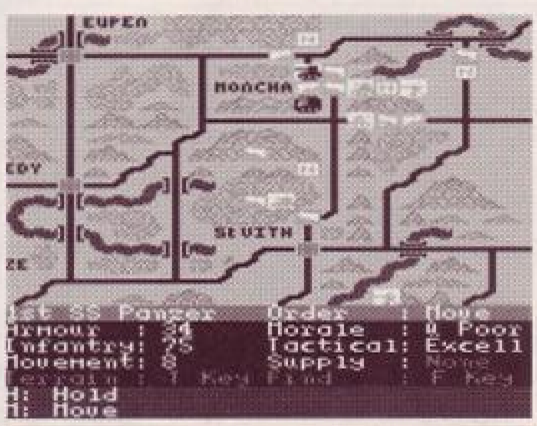
Everything is done by turns, or phases. This takes quite a long time and involves a lot of 'press any key' operations. You are asked if you want to save the game every turn, which soon gets slightly tedious.

The graphics are clear, but not very special. The little symbols are simple, and the map is lurid green with, big black roads, many at 90 degrees to each other. Sound is limited to popping machine-gun noises during combat turns, and whee-bang artillery effects. They don't add much at all. Combat noises in wargames often jar, and this is the case here. The sounds merely alert you to which phase the computer is currently processing.

The computer plays a competent game on hard level, and a rather simple one on easy. It's far better to play another organic life-form; this is true of virtually all such games.

Historical wargames should be loaded with atmosphere, and should capture the feel of the conflict. While *Battle Of The Bulge* is accurate in detail, the presentation and somewhat pedestrian gameplay spoil the excitement. It lacks the slickness that allows the player to concentrate on wielding his (or her) tank divisions to maximum devastating effect, and just doesn't have the evocative feel of the snow and mud being churned up under the tracks, and the smell of burnt diesel and cordite drifting through the forest.

Oberstürmbahnführer James Leach



● The black SS Panzers are the most feared units.

...and winter 1944. The real thing.▼

SECOND OPINION

"As with many 'serious' games, the graphics are uninspiring, and tend to put you off right away. Stick at it though, and a pretty solid litte game appears. It could have been so much better though." RL

FIRST DAY TARGET SCORE
Halt the German advance on the easy level

The Verdict

GRAPHICS **40%**
- ■ Clear enough, but very basic.
- ■ A larger scale map is needed.

SONICS **31%**
- ■ They merely signify various phases.

GRAB FACTOR **57%**
- □ Not overly complicated.
- □ Controlling four SS Divisions is heady stuff!

STAYING POWER ... **63%**
- □ Enough variations to keep fans amused.

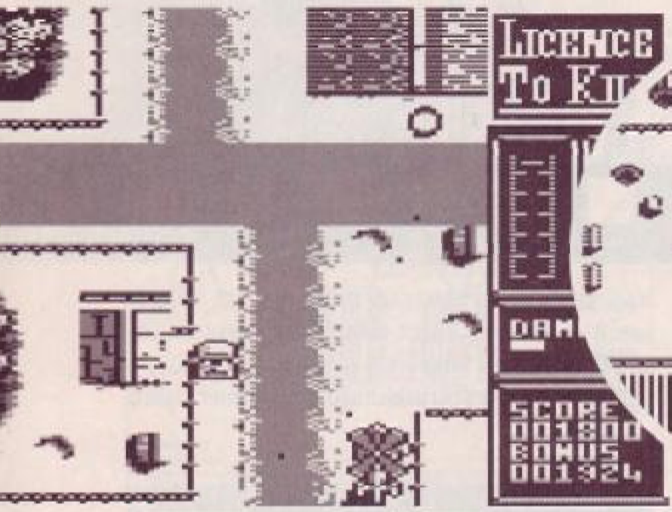
AA RATING **61%**

□ This might not put a Tiger in your tank.



HEROES

Domark ● £14.99 cass, £19.99 disk joystick/keys



● James Bond is on the warpath in *Licence to Kill.*

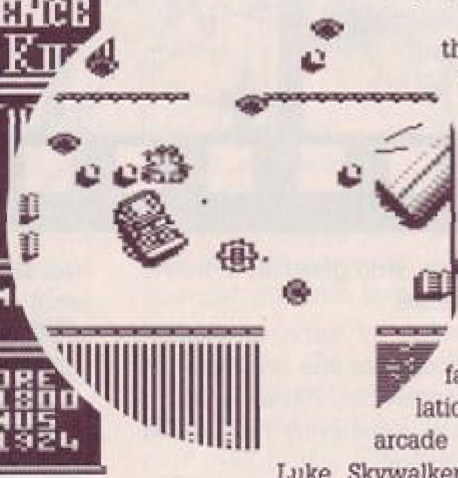
Ever wanted to be a hero? To risk life and limb doing the impossible – and somehow surviving against all odds? It may work that way in the films, of course, but out in the real world it's a different matter...

Heroes is a compilation of four Domark titles all staring a central character, or hero. The heroes in question are James Bond, The Running Man, Luke Skywalker, and The Barbarian. The latter is the only one not to appear from a film/arcade licence.



Bond stars in *Licence to Kill.* The game sees James in pursuit of an evil drugs baron known as Sanchez. It's a multi-parter, all of which can be completed reasonably easily.

First of all, 007 is up in the air. He flies a helicopter blowing up drug factories and dodging enemy fire while he's at it. The height and speed of the copter are inter-related, so avoiding enemy fire over tall buildings is perilous indeed. Then he's down on the ground, hot in pursuit of the fleeing crime king. There's only one thing between them – Sanchez's bodyguards! James has to go fairly slowly here, since there are plenty of armed and dangerous henchmen to dispose of as he progresses. After that, James is airbourne again. He has to follow a Sanchez bearing plane, and perform a daring mid-air leap to overpower the escaping bad guy.



And that's just the first part! There are two more to go. Overall, *Licence to Kill* is a bit simplistic, but there's plenty of variety and it's quite an enjoyable game.

Star Wars is a fairly accurate translation from Atari's arcade smash. You are Luke Skywalker – Red Five. You have to make your way in your X-wing fighter towards the Empire's secret weapon, the Death Star.

As ever, things aren't quite as easy as they could be. You're intercepted by a squadron of TIE fighters, lead by the evil overlord Darth Vader himself.

On reaching the Death Star it's a case of skimming along the surface, shooting the tops of towers and evading enemy fire. Eventually you come to the trench, where you have to make the famous bombing run, dropping your torpedo into Star's weak link – the vent – which will cause a chain reaction and blow the star to smithers.



Star Wars is, again, fairly easy. You'll have no trouble blowing up the Death Star time and time again. It does, however, get more difficult as time goes on.

It's a fairly repetitive game. You continuously repeat the same missions over and over again. The worst thing is the speed of the thing. It plods along with the speed of a hibernating tortoise.

Barbarian II is a hack and slay affair. You fight your way through various levels, either in the guise of the mighty Barbarian or a scantily-clad Princess. Many different types of monsters aim to put a premature end to your quest. Defeat them, and work your way through the third level, and you will face the dreaded Drax himself!

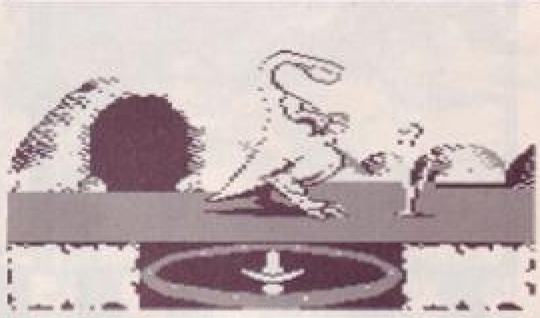
Graphics are large and well defined. Fighting moves are fairly basic – not over-complicated, but varied enough to keep you interested. The death scenes are pretty gruesome, too. *Barbarian II* is definitely the best of the bunch.

Running Man is the bad apple in the barrel.

SECOND OPINION

"Compilations are all a sort of half-way house to a budget re-release, that's the trouble. A lot of money, for a handful of old games, basically." **RL**





● Hack 'n' slash action in *Barbarian II*

The film it came from was pretty naff, but the game is terrible. It's a beat-em-up, where our hero has to overcome four bad guys who each have specialised fighting skills.

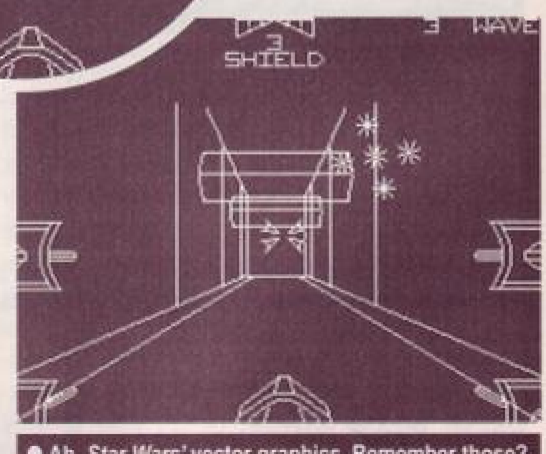
First there's the hockey-stick-wielding Subzero who fires pucks at you to halt your progress. Then you'll meet Buzzsaw – who's armed with a chainsaw. Dynamo and Fireball are similarly well-armed, guaranteeing a tough fight to the end. However...

The graphics are shoddy. The scrolling slow and flickery, and as for the gameplay – well it's a cross between being tediously easy and downright boring. Don't say you haven't been warned.

At twenty quid on disk and fifteen for tape, *Heroes* doesn't represent astounding value for money. All the games are at least a year old, and though a couple of them are OK, it's hardly a shining example of quality software.

Barbarian is the only one really worth having. Wait till it comes out on budget.

Adam Waring



● Ah, *Star Wars'* vector graphics. Remember those?

The Verdict

Licence to Kill	AA49	76%
Running Man	AA49	29%
Barbarian II	AA44	92%
Star Wars	AA29	44%

AA RATING 57%

☐ A very mixed bag

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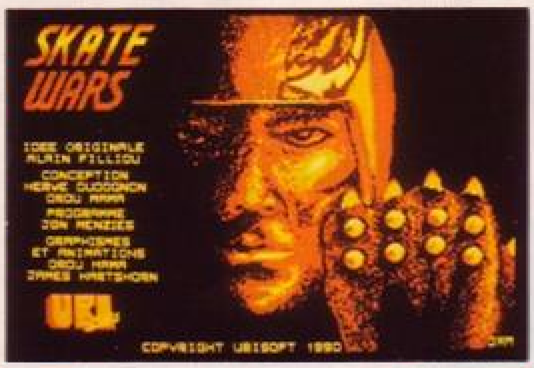
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SKATE WARS

Ubi Soft ● £9.99 cass, £14.99 disk joystick/keys

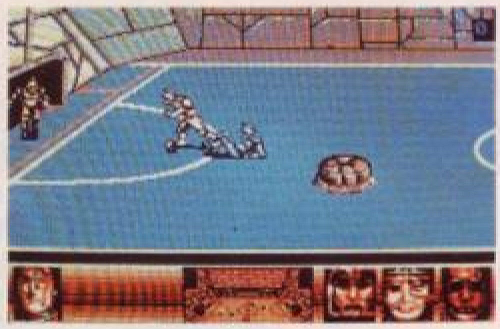
In the steel drome, two evil cyborg mutants face each other. The arc lights glint off their armour plated bodies. Between their steel skates is a ball bearing the size of a football. *Skate Wars* is not just a game. The (misshapen) lives of the players are at stake.

The bout starts. The silver player, Remistar, slams into his opponent, Mandrax. Both are sent flying. Mandrax is up first, and gets to the ball. He slides across to the enemy goal. He is hit from behind with sickening force, but manages to slam the ball in before he meets the steel wall. It's a goal!



● Yup, you're up against some pretty tough cookies.

What they are playing is a sort of football on ice. There are no rules, and the play can get as violent and physical as you want it to be. Each team has three players and a goalkeeper. Only one player per team is in the rink at any one time, so it's one-on-one combat for possession of the ball. You have three-dimensional control of your player, who can also kick, using the fire button. Kicking is not just reserved for the ball. You must bump and barge your opponent to get to his goal, frequently knocking him off his feet. He does the same to you. Slam the ball past the armoured keeper into the steel chute, and your already hysterical supporters go berserk.



● Yes! The enemy's down and you've an open goal.

Five goals gets you to the next level. Here the rink has obstacles to bounce off, rather like a bar-billiards table. It is very satisfying to slam your opponent's face into one of these, and watch him collapse onto the floor. So far, you'll have been playing to win. Later rounds introduce the struggle for your very survival. The rink has large rectangular holes in the floor. If your player falls, or is knocked dowm one of these, he dies.

If your remaining men survive they get to fight (rather than play) on a rink with touch-sensitive mines on it. These spiky objects kill you just as efficiently as the holes. Often during these later matches you end up fighting and kicking your opponent nearer and nearer to a mine or hole; the ball forgotten somewhere else on the rink…

Those who have seen it will certainly be thinking of the movie *Rollerball*. The idea is very similar, but without the large teams or mopeds. Even the idea that it starts off with just nasty fouls and ends up with complete on-rink armageddon is mirrored. The futuristic cyber style of the game is certainly reminiscent of the film. You can play against the computer or another player. The computer sometimes lacks the killer instinct that makes us humans so superior when it comes to inflicting destruction, so it is usually possible to win by playing dirty. By far the most enjoyable scenario is when you play against another human. The distinctly aggrieved feeling you get when your friend (enemy?) has just knocked you down to get the ball back right outside his goal can only be matched by the feeling of savage elation you get when you smash him into a mine, killing him instantly. Brilliant!



The graphics are great. Large, smooth-moving characters who look as though they mean business. There is an echo of gladiatorial combat with the game, and the armour worn by the assailants heightens this. The movement is fine, with the joystick being a distinct advantage over the keyboard in two player-mode. Steel plates line the sides of the arena, and the goals look indestructible. At the bottom of the screen the remaining players are depicted, just waiting for the current combatants to die.



● Ach! Look out for that bottomless p

Each player has a name, like Mandrax, Genghis or Zaxx, which adds to the atmosphere. They have differing toughness levels too – some are easier to bash into submission than others. The option also exists to change the names of the teams, so if you have a favourite cyber-name, you can use that.

Unfortunately, sonics let the game down slightly; no incessant tunes or silly noises, but no hard and brutal thumps either. There is well over-the-top cheering for goals, however.



The only other fault with *Skate Wars* is that it might not offer enough variety in the long run. The rink itself doesn't change, even though more and more deadly furniture is added. Also, it is necessary to play through the first three or four levels in which no one is killed to get to the real bloodthirsty action. That aside, though, it's a goodie.

James 'Moonpie' Leach

SECOND OPINION

"Excellent graphics, and oodles of playability. Not much variety, but the range of hazards on successive levels added to the sheer fun factor makes up for all that. A great little game." RL

FIRST DAY TARGET SCORE

Kill your first opponent

The Verdict

GRAPHICS **83%**
■ Nice and fierce.

SONICS **61%**
■ Bit of a let-down.

GRAB FACTOR **88%**
■ Super fun, as only wanton violence can be.

STAYING POWER ... **74%**
■ Play it when you're in a violent mood.

AA RATING 80%

■ Nicely styled game of GBH and ball-bearings.

Fire & Forget II

Titus ★ £29.95



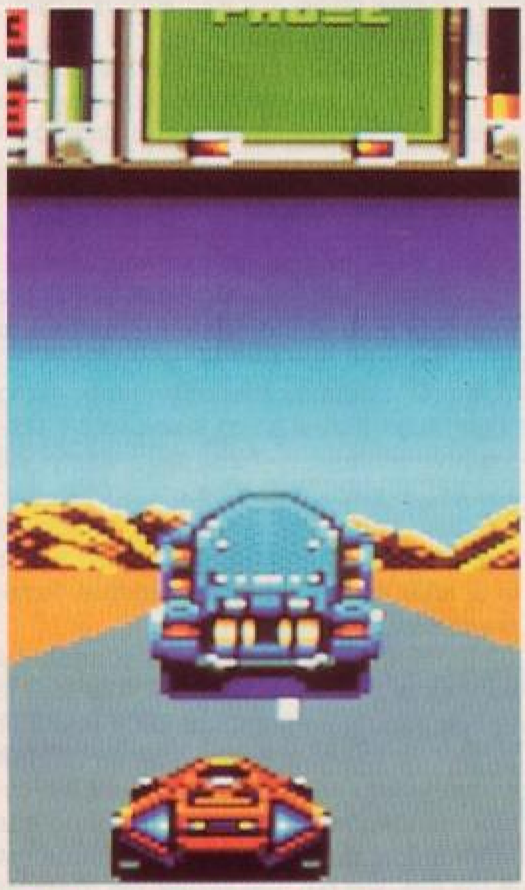
This is it! The first console game (apart from *Burnin' Rubber*) to fall into our grubby little mitts! Eagerly we plugged it into the console. An incredible screen instantly appeared, then, unable to contain our *collective* excitement we went straight into the game (no tiresome loading or waiting anymore!)

It's another 3D driving game, but a very different one to *Burnin' Rubber*, the game bundled with the GX4000 console. You're on a winding road, heading at 240mph towards the city of Megapolis. The reason is clear; a dangerous group of terrorists has decided to gatecrash the Third International Conference for Peace, being held in the city. It's almost a pity to try and stop them; these Peace conferences are so boring. But anyway, stop them you must, and you have a pretty potent weapon to help you.

You're commanding the Thunder Master II. It's a car. No, it's a plane. No, it's both. Whatever it is, it certainly has 850 horsepower, and is able to convert itself into a genuine airborne attacker, equipped with both ionic phasers and a missile launcher. You'll need both to stop the terrorist convoy from livening up the Conference.



Flying and driving this beast is easy. Unlike *Burnin' Rubber*, you can't come off the road, so you can cruise at speeds approaching those of Royals on the M4. There are a great many technologically advanced opponents who must be avoided or destroyed. The ionic blaster, button one on the joypad, is fine for blasting most of the nasties, but for heavy duty firepower, you can press buttons one and two simultaneously. This launches a missile, which homes in on the biggest target in front of you.



● What a target! But the tanker is well armoured.

The variety of enemies which confront you is amazing. There are dozens of different machines, any one of which could theoretically destroy you. Destroying some of the enemy is a formality, because they are pretty hopeless at evasion techniques. Others are evil to the core, and might be armoured heavily enough to take almost all you can throw. Perseverence and brute force will see them reduced to blackened lumps of steel, though.



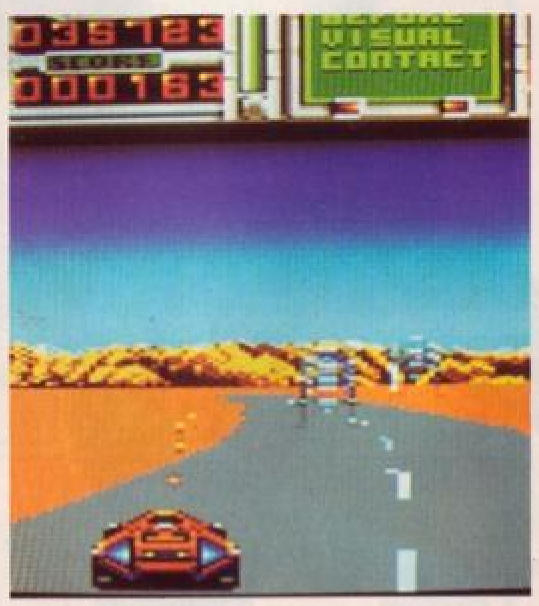
Many of the terrorist craft are airborne, and in order to kill them you must leave the ground too. Press button two and the car lifts off, if you're going fast enough. You only have a limited flying time, so it's best not to linger in the sky for too long. All the weapons systems operate in the same way, but the battle is now in a third dimension.

If you avoid the road mines and destroy the droid craft buzzing in your direction, you get to have a crack at an end-of-level guardian. This is a large, well-armoured truck, which will absorb your worst efforts for quite a while. Keep at it, though and *boom* – destruction, and on to stage two.

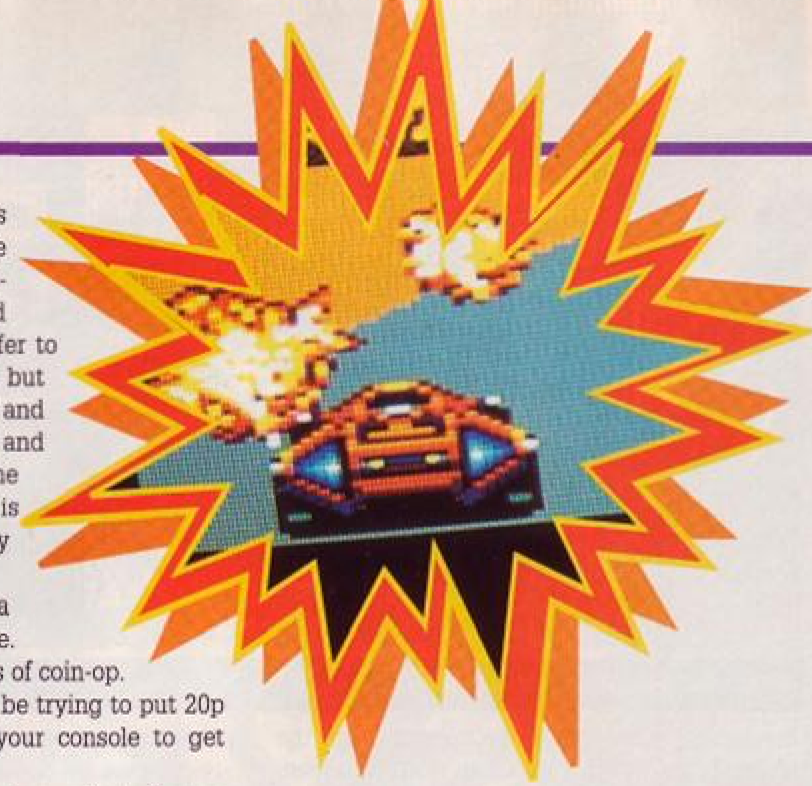
You're getting nearer to the city now. You can see it on the horizon. The terrorists are upping their efforts to stop you intercepting their nuclear warhead. This is the firework they are planning to let off at the party. And they are very determined to do it. The hard-



● Take out those annoying droids with quick bursts ofyour ionic gun thingy.



● Oh, the open road. But there's trouble up ahead.



ware ranged against you is getting larger and more sophisticated, and your flying and driving skills had better be up to it. It is safer to fly for much of the way, but you must be quick to dive and cash in on extra fuel pods and missiles situated on the road. Running out of fuel is the most ignominious way of ending your mission.

Fire and Forget II is a thoroughbred arcade game. Everything about it smacks of coin-op. If you aren't careful, you'll be trying to put 20p pieces into the ports of your console to get another game.

The introductory screen is excellent. During the break between stages, the leader of the terrorists appears, and taunts you for not killing him (yet). It's another great piece of artwork, and fires you up even more to go and get him.



The game's graphics are as fast and as smooth as *Burnin' Rubber*. You see the back and occasionally the sides of your Thunder Master II as you manoeuvre, avoiding the enemy craft – which whizz towards you with a great sense of speed and realism. The cartridge system appears to be excellent at displaying large, beautifully detailed sprites with amazing speed. And there are so many of them! As you progress through the levels, it seems as if you are meeting a different set of enemy vehicles with each encounter.

As with many coin-ops there is a tune which burbles to itself quite happily. It's fine. It's not intrusive and detracts nothing. The game sounds are excellent. Decent noises for the car, and the terrorist craft and the violence. There's also some nice stereo effects to be heard on the new monitors. Check it out.

The difficulty is pitched just right. It's possible to progress at a satisfactory rate, without finding things too easy. You can tailor your playing style to suit your temperament. Survival by avoidance is not as much fun as wanton, indiscriminate violence, though! The joypad is perfectly acceptable as a control method, and the ability to use fire button one, two, or both together adds quite a few possibilities for the firing of different weapons.

So, overall, the first cartridge game we've seen is a good 'un. It isn't a revolutionary idea for a game, nor does it have the imagination of many current and recent software releases, but it plays beautifully and it looks good.

The only thing left to worry about is the price. Nearly £30 is one hell of a lot compared to the £15 or so of traditional disk-based CPC software. But if that's the price you gotta pay for console games, that's the price you gotta pay!

James 'Fired and Forgotten' Leach

VERDICT

FIRST DAY TARGET SCORE
Get to Level Two

GRAPHICS 88 %

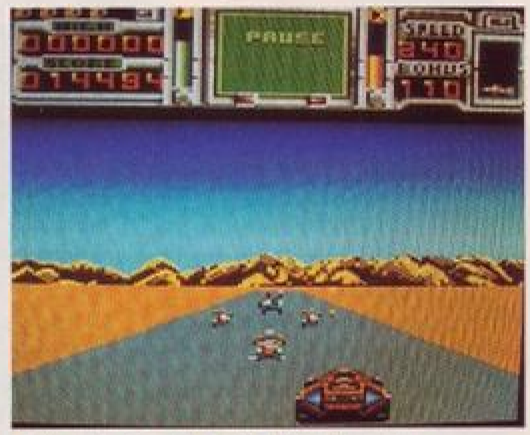
SONICS 84 %

GRAB FACTOR 84 %

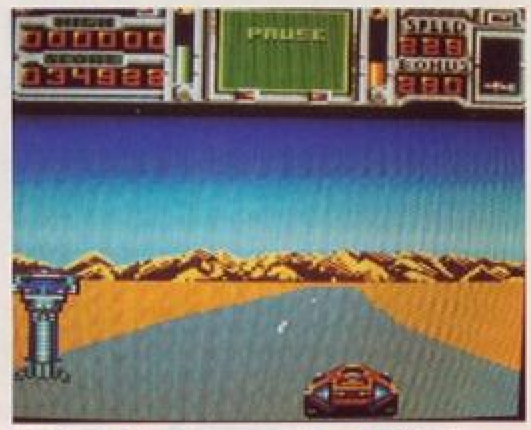
STAYING POWER 82 %

AA RATING 94 %

A race-em-up with violence!



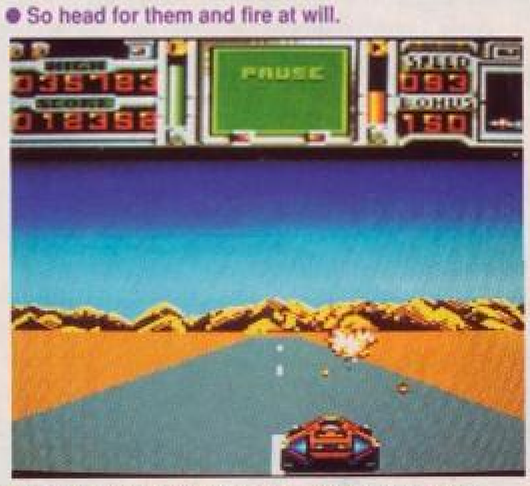
● All sorts of small nasties litter the roads.



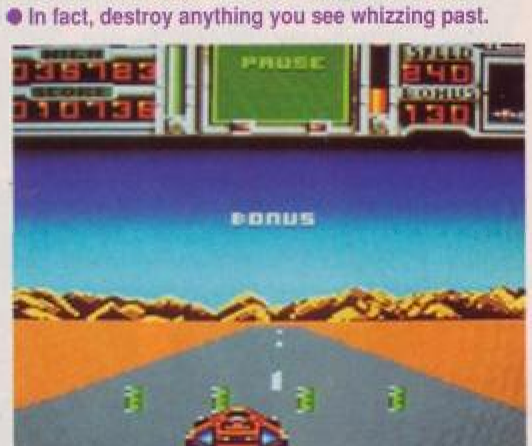
● And robot laser towers stand guard at the sides.



● So head for them and fire at will.



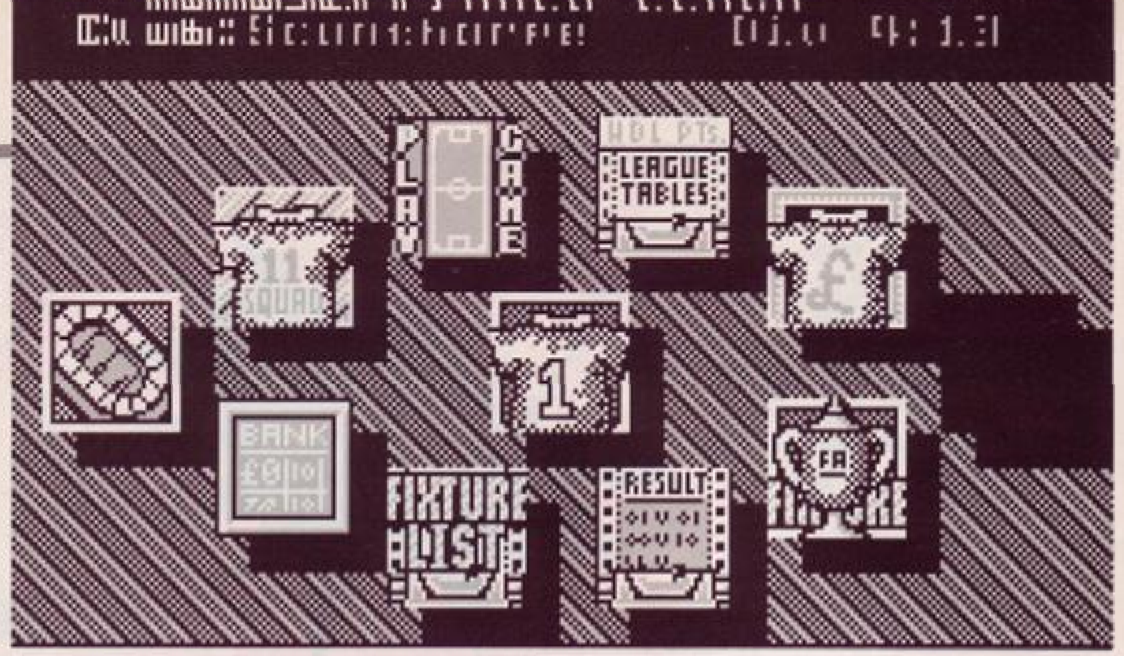
● In fact, destroy anything you see whizzing past.



● But collect the fuel or missile units in the road.

MULTI-PLAYER SOCCER MANAGER

D & H Games ● £9.99 disk joystick/keys



● The main menu is where you chose your strategy.

If there are any confirmed football fans left still standing, *Multi-Player Soccer Manager* might be just the thing to ease them gingerly into the new season. As its name suggests, you and up to three like-minded friends (if you can find three like-minded friends) can each control a national team.

The game is run from a icon menu, with all the available options clearly displayed. Each player takes it in turn to deal with the running of his team. There are a multitude of decisions to make, ranging from extracting finances from the bank to altering the size and safety of your stadium. Your squad members have skill ratings which rise and fall. You must give them adequate training in the skills you think they should acquire. You could teach your goalie to head the ball, for example, or give your defenders long-range shooting skills.

There is also a transfer market in which you can purchase any ace players available, or flog off your burnt-out has-beens to raise a few quid. As well as the team, you can pay through the nose for a better Coach, Scout or Physio. All will improve your chances in both the league and the cup. The only limit is your dosh. Buying one decent player will seriously reduce your wad, so tight-fistedness might be wise to start off with.

There really are a whole host of options available to the diligent player. When playing with human managers as well as computer ones it can take quite a while for each player to make all the changes he feels are necessary. Once everybody is happy, you can play the next game. Unfortunately, there is no running commentary, or half-time status reports, so there isn't time for excitement to build during the game. The results of the four divisions are displayed page by page until you see how your lowly team has done.

The game has 64 teams, up to four of which can be run by human players. Any of the team names can be changed, as can any of the players names. It is possible that you can get carried away with this option, and start renaming everything and everybody. This results in positively surreal league tables and team lineups; *Amstrad Action* was beaten by the *Ninja Turtles*, with a last minute goal by Donatello.

Playing the game is made easy by the use of the joystick and the minimum of fiddly text inputting, but actually progressing up the league is tough. It is difficult to whip your team into shape without spending hours and hours trying, and you come to dread the results table. Yes, there you are, still at the bottom of Division Four. Luckily you can save and load from the main menu, so you can return time and time again to find that, yes, you are still at the bottom of Division Four.

The Cup is periodically vied for and, with huge cash incentives at stake, your pitiful players seem to do better than in standard league games.

Despite the slowness of the game when more than one player is involved, it is more fun. It tends to degenerate into a battle between the human players, which can be very entertaining. Crowd violence also erupts occasionally, and fines are slapped on the clubs involved.

The level of detail is high, with a great many variables to consider. There are a lot of potential surprises to spice up the proceedings too, such as retirements, sackings, grants and even resignations (you always have this option, remember).

Graphics are OK. A rather trendy space-age font is used throughout, and there are many colours for various parts of the text. Nevertheless, it isn't awe-inspiring. You will need enthusiasm in fairly large doses to keep going, but if you have other people to play along with, it might make all the difference.

The sound is limited to beeps when you have clicked on items or made your selections. Nothing else would really be appropriate and might even be obtrusive.

Overall, *Multi-Player Soccer Manager* is a competent and thorough attempt at a classic old idea, one which alas really is getting a bit tired these days. It all works well, and is quite challenging and difficult to play successfully, making promotion a possibility rather than a certainty. You must address all the factors if you want your team to beat their rivals.

The soccer atmosphere is really left up to the player(s), because all that appears on the screen is text and the ocasional icon. Having said that, if managing a rather drab Fourth Division club up to Division One, with a stab at the FA Cup thrown in appeals to you, this could be just the ticket.

James 'Stanley Matthews' Leach

SECOND OPINION

"Definitely one for the strategists – arcade action fans need not apply. Which seems rather daft for a game where for most people action is everything." **RL**



● There are lots of ways to improve your squad.

FIRST DAY TARGET SCORE

Try not to lose all of your first ten games!

The Verdict

GRAPHICS 48%
■ Not much to see at all.

SONICS 46%
■ And not much to hear, either.

GRAB FACTOR 63%
□ Fairly easy to learn.

STAYING POWER ...67%
□ But difficult to master.

AA RATING 65%
□ Better than watching Luton Town at home.



● The bad news. Now where's the black horse?



● All the forthcoming clashes are documented.



●Another rather embarrassing result.


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Lotus Esprit Turbo Challenge

What have Gremlin Graphics, Lotus Cars and the CPC got in common? Rod Lawton finds out...

It's a hard life being a journalist, you know. I mean, no sooner had I arrived at the office at half past ten than I found this press release landing on my desk. Oh no, I only had to go on an all-expenses-paid trip to Norwich! I read further... wined and dined in an exclusive hotel overnight... taken on a tour of the Lotus Car factory at Hethel in the morning... taken round the Lotus test track by a Lotus driver then handed the wheel of a £45,000 car for a couple of laps...

Damn. Still, there was no way round it. You have to be dedicated to be a journalist, you know.



● At the wheel of a Lotus Esprit Turbo. Almost as much fun as the real thing...

What's it all about?

This little bash was staged jointly by Gremlin and Lotus to publicise Gremlin's major new licence. Basically, Gremlin gets to use Lotus's name, logo and car in its new game, due out in a month or so. Called *Lotus Esprit Turbo Challenge*, it's a split-screen, two-player car racing game that Gremlin reckons will be the best driving game out.



Rules of the game

In *Challenge* the two human drivers (one of them can be substituted by the computer) race against up to 20 computer-controlled opponents on a series of courses featuring hills, valleys and vicious bends. You can play on three Levels, according to ability. Level One has 7 courses, Level Two has 10 and Level Three has 15. That makes for a grand total of 32 different circuits! On any level, to qualify for the next race in the series you have to finish in the top ten. In two-player mode, if just one of you qualifies the other gets to go through too.

The gameplay doesn't end there, though. Mechanical neanderthals can go for automatic gears, while real masochists can race with a manual 'box.

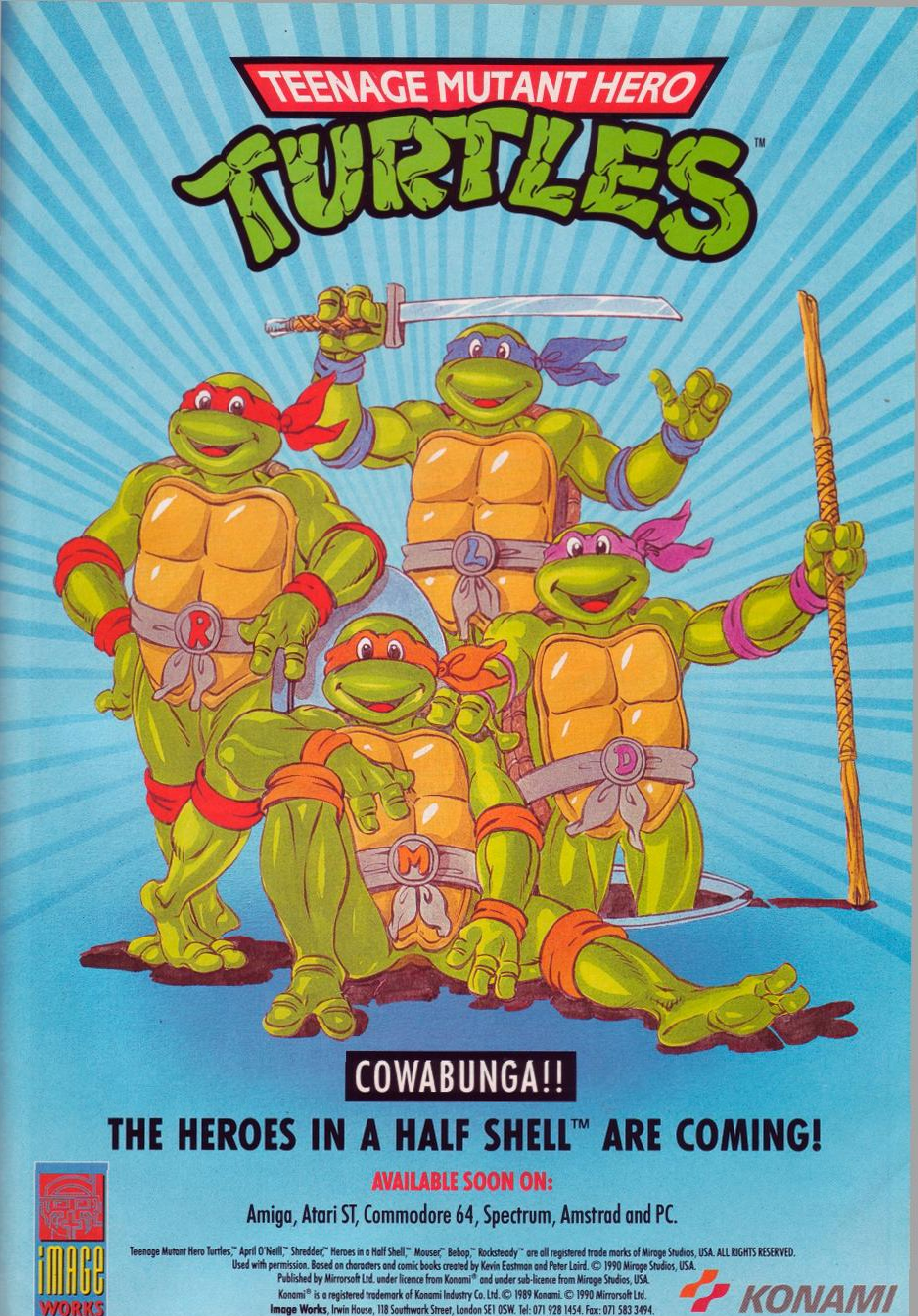
Add the extra dimension of pitstops – where you have to gauge how much fuel you hang around taking on against how much time you're losing – and you've got a game that tests more than just your reactions.

Gremlin only had the Amiga version up and running at the Lotus factory, but judging by that and the CPC screen shots, we're in for one hell of a hot game...









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Balrog

The Balg has a fifth birthday compo for all AA adventurers!



NEWS... NEWS... NEWS...

WoW!

Joan Pancott HPilg, the veteran adventuress, has started her own software company. 'WoW Software' will produce budget re-releases as well as some new titles. For more information contact Joan at the address in this month's *Lords & Ladies*.

PD Adventures available

Scull PD Library can supply a disk full (348K) of adventures if you send £1, a 3-inch disk and an SAE. The adventures on the disk are:

Raider – An interactive role-playing adventure (over 60K of files)

Blue Raider – A two-part adventure by Matthew Roberts

Can I Cheat Death? – An adult adventure by Simon Avery

Adult two – Simon Avery's second adult adventure (the follow-up to *Can I Cheat Death?*)

Doomlords – A three-part adventure by Simon Avery

Firestone – Another superb adventure by Simon Avery

Spacy – A sci-fi adventure by... SIMON AVERY!

Welladay – The last adventure on the disk, by (all together now) Simon Avery

Alan Scully, who runs Scull PD, goes on to say that if anyone would like to donate adventures to the library, then send them to him on a 3-inch disk with an SAE and he will return the disk with the adventures above or, if you send them on cassette with an SAE, he will send a few of the above adventures (some are disk-only).

Alan also has some more PD adventures in stock, so get in contact with him at **Scull PD Library, 119 Laurel Drive, East Kilbride, Glasgow G75 9JG** or telephone 03552 24795.

Confidential drops 8-bits

Bad news this month as the gaming club, *Special Reserve*, and the adventure club, *Confidential*, drop coverage of the 8-bit machines. In the past, *Special Reserve* was the place to buy those old adventures that weren't available elsewhere. No worries, though, as *The Adventurers Club Ltd* still supports the Amstrad and has a large catalogue of games available. For more details talk to Henry Mueller on 071 794 1261 or write to him at **64c Menelik Road, London NW2 3RH**.

Birthday Competition

OK, you all know that this is the birthday issue so, to celebrate, the Balrog has organised the biggest CPC adventure competition ever...!

And there won't be just one winner, either! In fact, a total of ten lucky readers stand to win themselves a whole mountain of adventuring software. Each prizewinner will receive the following:

- **Castle Master:** The Incentive/Domark *Freescape* adventure romp through a castle was given a Mastergame and rated an amazing 91%.
- **Lords of Chaos:** Bladesoft's role-playing/ strategy game – rated 84% and awarded an *AA* Rave.
- **Bloodwych:** The epic role-playing game – the CPC's own version oi *Dungeon Master* – another Mastergame, rated at 92%.
- **Computer Adventures – The Secret Art:** This book is a guide to writing good adventure games and is a must for the serious programmer.
- **One year's subscription to the Adventurers Club Ltd:** (including reference book and binder). *ACL* is one of the largest and oldest of the adventure clubs. Henry Mueller, the editor, has given the club a fine reputation.

On top of all this, the first name out of the hat (well, shoebox) will also receive:

- *An Adlan ROM from Graduate:* See review in *AA60* and a year's subscription to the fabulous **Adventure Coder** ana **Adventure Probe**.

To stand a chance of being one oi the ten winners of these brilliant prizes (worth over £800 in total) you just have to answer four simple questions...

1) *Bloodwych* and *Lords of Chaos* are role-playing games – name another CPC role-playing game.



Clue Sniffing with the Balrog!

The Balg stirs up another heady brew this month with a whole cauldron-full of tips...

Don't forget these clues are almost all sent in by valiant adventurers like yourselves, so why not join them? Send in your clues to **The Clue Pot, The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP**.

This month's clues come to you courtesy of the following adventurers: Joan Pancott HPilg, Weymouth; Antcrusher, The outer planes; Howard Swains and Ian Howlett; Simon Netherwood, Brighouse; Adrian Forbes, Gourock; Ken Stokoe; Wendy Watters, Bacup.

Apache Gold

Horse Enclosure: Enter wagon, flick reins, fill bottle, N, cut cactus, fill bottle, N, examine anthill, get nest, Sx2, enter wagon, flick reins, W (you jump and grab jewel), drop nest, E, enter wagon, flick reins.

Ballyhoo

- (To get helium balloon): Get the pole from under the white caravan, then go up the rope ladder in the ring. Balance pole, then go east.
- (To find the ticket for midway): Wait until you have overheard the conversation between Rimshaw and the detective, then go back to the ring. Look under the bleachers, and examine the junk.

Classic Adventure

Bridge and Troll: Throw eggs, cross bridge, NE, E to Fork, SE, S, E, feed bear, unlock chain, get bear, get chain, Wx2, N to Fork, NE, E to small chamber, get spices, W, S to Fork, W, W to Bridge and Troll, drop bear, cross bridge, SW, D, SEx2, Wx2, D, climb, W, FEE FIE FOE FOO, get eggs.

Imagination

- "I SCREAM!?!"- "ICE CREAM!!" get it!
- Use yoyo to get key from hole.
- Give map to lady in tower.
- Paint pyjama cord to get past Karate Man.

Lord of the Rings

- Make sure to close your house door.
- Eat Tom's grub.
- Throw jewel from flower pot at Barrow-Wight.
- Knock at gate of Bree.

Mindfighter

To complete Part 3: Make sure you have what you were wearing at the start of Part 1 (make sure you have the lighter and 10p in your pocket) and nothing else. Go "upstairs", sleep 3 times, inhale, hold, exhale. To become eagle: Inhale, hold, exhale and metamorph to eagle.

Never Ending Story

Light branch in the fire then run to the bush (NE, Ex6, D) and light bushes.

Pawn

- Shine light on the shapes.
- Point the shapes to the dragon.
- Throw the bottle at Kronos and wear his clothes.
- Buy the whiskey and beer from Honest John and give the whiskey to the gatekeeper at hell and the beer to J.Lee Lewis.
- Say "Cast spell on book"
- The Alchemist wants the rice and lead.

Times of Lore

- When talking to people, always stand with your sword facing away from the subject – one false move and the whole village is against you.
- Get magic boots, as these help you get around much faster.
- Kill the robber to get axe and thus save money.
- Always fight for a while to build up food and gold reserves, because without these you will die.

Venom

Ride east when leaving cave. Haq will get the heabal orb. Get orb to examine arrell. Arrell needs to wear tinans clothes. Lock door before untying arrell.

Very Big Cave Adventure

Take the log to the chasm by: W, drop lantern, E, get log, W, drop log, get lantern, D, and so on.

Dracula

Mrs Paulette Thompson comes to the rescue of **Mark Cassell's** blood curdling problem...

- Buy paper from general store, get whatever is in compartment 'S' at post office, open and read newspaper – this will disclose both the name and place of J.H.'s company.

Roy of the Rovers

Ben Robinson has been saved by **Alec Hay**...

BALROG'S POST

I was really glad to see your mention of Blade's latest project in the adventure column (*Lords of Chaos* – Balg). Does this mean that you'll be reviewing strategy software as well? If not, why not? The two do go well together, being a way of using the computer without blasting or kicking everything in sight.

Dave Harvard
Fareham

At the moment the Balg has no plans to review strategy games, as there are still enough text adventures and role-playing games around. But the Balg must move with the times – many software houses nowadays do not release text adventures; instead they produce role-playing or strategy games (such as Lords of Chaos *or* Castle Master*) which, although not adventures as such, allow you to explore other worlds by using your computer, solve puzzles and pick up/drop and manipulate objects – in fact all the things 'traditional' adventures let you do.*

The text adventure does unfortunately seem to be nearly extinct – apart from home-brew games and the work of a few companies (e.g. Topologika), the only games available are these role playing/strategy/exploration games. Magnetic Scrolls, Level 9 and Infocom have all moved on to pastures new... In future, the Balg may follow other adventure columnists in reviewing these 'thinking' games, but at present I'm happy to say that I have enough traditional adventures to review to last quite a while!

Dave also volunteered to convert Spectrum adventures to the Amstrad. So, if you know of anyone who has written a game on the Spectrum and wants to make some extra money, get them in touch with Dave at ***21 Belvoir Close, Fareham, Hants PO16 OPJ.***

Fishing for info...
Was *Fish* ever released for the CPC?

Simon Netherwood
Huddersfield

No, Fish *was never released for the Amstrad even though the Pilgrim previewed it in issue 39. For some reason (probably economic) Magnetic Scrolls decided never to finish the Amstrad version ,which is a great shame.*

Help wanted with new mag...
Calling all adventurers! I need your help to launch a new magazine, "Adventure Quest 2000" which will cost £1.50 and be monthly. I need you to send any home-brew adventures for review, no matter how bad! These will also be advertised, so please include telephone number and price. Also needed are hints, tips, solutions and reviews of the latest adventures. Also news articles etc.

Adrian Harper
Douglas

Great news Adrian! The Balg wishes you all the luck with your new venture. For more information write to Adrian at ***Adventure Quest 2000, 28 Harcroft Avenue, Douglas, Isle of Man*** *or ring him on 0624 25886.*

▪ To rescue the player in the supermarket: When you come to the locked door, keep going. You will see you can move up or down into a grey room. Go right. Show the man guarding the fuse box the membership card. Play with the fuses until you switch off the security alarm. If you switch the lights or freezers off, you will be thrown out. Repeat until you find the security alarm. When you do, walk back to the supermarket and walk into the player to free him.

Wolfman
Ben Isba has come to aid **Simon Avery** with his howling problem – you must close eyes repeatedly.

HELP!

Roy of the Rovers
Alec Hoy is stuck in – he can't find the fourth player! He has found the ones at the burger bar, building site and supermarket.

Spool Times
Ben Isba is desperately looking for any tips for this game, by Hektik software.

NEXT ISSUE

Reviews of Topologika's latest game, *Last Days of Doom*, and an adventure-writing guide book entitled *Computer adventures – the Secret Art*, plus all the regular features.

BARD'S TALE CLUB

David Melville has been nearly everywhere in the game except Mangars Tower, and asks, "Could somebody please help me get in?" He has an excellent party including one named after the Balrog! He is offering help to all other Bardists.
52 Alison Street, Kirkcaldy, Fife, Scotland KY1 1TT.

James Grant would also like to join the club – his party of characters average about 250 in levels and his warrior has 3562 hit points! His Archmage has 1561 spell points! He has completed the game seventeen times (!!) and uses the Demon Lord, Archmage or Mangar as his Special Character. Seventeen times is a very impressive score, and the amazing thing is that James did not use any maps!
James Grant, 53 Aldershot Road, Guildford, Surrey GU2 6AE. Tel: 0483 32369.

Simon Avery has discovered a useful tip for speeding up combat in *TBT* – the cursor keys can be used to increase or decrease the speed of fights – very useful when you've just MIBLed 99 berserkers!
'Marden Farm', Old Exeter Road, Chudleigh, South Devon, TQ13 0DR.

MULTIFACE POKES

Adrian Lewis of Aylesbury has written in with a list of Multiface pokes to make your quest to thwart Mangar much easier:

to change level	exps	hits	spell cond	points	money	
character 1	1257 to ?	1242 to 1	1270 to 9	1272 to 9	1274 to 9	1258 to 9
character 2	1358 to ?	1343 to 1	1371 to 9	1373 to 9	1375 to 9	1359 to 9
character 3	1459 to ?	1444 to 1	1472 to 9	1474 to 9	1476 to 9	1460 to 9
character 4	1560 to ?	1545 to 1	1573 to 9	1575 to 9	1577 to 9	1561 to 9
character 5	1661 to ?	1646 to 1	1674 to 9	1676 to 9	1678 to 9	1662 to 9
character 6	1762 to ?	1747 to 1	1775 to 9	1777 to 9	1779 to 9	1763 to 9

Go to the advancement centre and get all of your statistics up to 18 and then change level to 255. Magic users should be given 13th level, the spells gained for that class and then 13th level for the next class etc. When magic user is an arch mage then give him level 255 for his level.

Lords & Ladies of adventure

Well, what can we say? Every month kind-hearted people write in with help for the rest of us wallies. And are we grateful? Do we reward them with everlasting fame and adoration? No, we just phone them up, write to them, pester them, badger them, and generally drive them up the wall with our requests for help...

But here they are again, and the reason's simple – offering help to other adventurers is one of the best ways of making friends around the world. To join this famous band, write your details on a postcard and send it to: **The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP.**

Acheton • Apache Gold • Arnold Blackwood Trilogy • Atalan • Avon • Base • Black Knight • Boggit • Bored of the Rings • Brawn Free • Case of the Mixed-Up Shymer • Castle Blackstar • Castle of the Skull Lord • City for Ransom • Classic Adventure • Colour of Magic • Countdown to Doom • Crystal Theft • Cursed Be the City • Dodgy Geezers • Dracula • DAA • Enchanter • Escape from Khosima • Espionage Island • Fantasia Diamond • 4th Protocol • Guild of Thieves • Heavy on the Magick • Hitchhiker's Guide • Hobbit • Hollywood Hijinx • Hunchback • Imagination • Inca Curse • Infidel • Island • Jinxter • Kentilla • Kingdom of Hamil • Kobyashi Naru • Lost Phirious 1 & 3 • Mindshadow • Mordon's Quest,Mountains of Ket • Necris Dome • Never Ending Story • Not a Penny More Not a Penny Less • Nova • Panic Beneath the Sea • Pawn • Philosopher's Quest • Planet of Death • Project Volcano • QOR • Questprobe 3 • Return to Doom • Rigel's Revenge • Robocide • Scary Tales • Seabase Delta • Seas of Blood • Smashed • Smuggler's Cove • Sorceror • Souls of Darkon • Spellbreaker • Spytrek • Star Wreck • Subsunk • Sydney Affair • Terrormolinos • Top Secret • Vera Cruz Affair • Very Big Cave Adventure • Village of Lost Souls • Zork I • ALL Level 9 and Interceptor games!
Joan Pancott HPilg, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tel: (0305) 784155 Any day – 1pm to 10pm.

Adventure Quest • Beer Hunter • Boggit • Classic Adventure • Colossal Adventure • Colour of Magic • Cricket Crazy • Dracula • Dungeon Adventure • DAA • Escape from Khosima • Fantasia Diamond • Football Frenzy • Forest at World's End • Frankenstein • Heroes of Karn • Hunchback • Imagination • Inca Curse • Ingrid's Back • Island • Jewels of Babylon • Kingdom of Speldom • Knight Orc • Kobyashi Naru • Lifeterm • Lords of Time • Message from Andromeda • Mordon's Quest,Necris Dome • Never Ending Story • Planet of Death • Price of Magik • Project Volcano • Questprobe 3 • Rebel Planet • Redmoon • Return to Eden • Rigel's Revenge • Scary Tales • Seabase Delta • Ship of Doom • Smashed • Snowball • Souls of Darkon • Star Wreck • Subsunk • Terrormolinos • Warlord • Wizbiz • Worm in Paradise.
Mr H Higgs, 20 Naworth Close, Highbury Vale Estate, Bulwell, Nottingham NG6 9EL.

Colour of Magic • DAA • 4th Protocol • Gems of Stradus • Not a Penny More Not a Penny Less • Return to Eden • Scary Tales • Vera Cruz Affair.
William Conlon, 171 Mulvey Park, Dundrum, Dublin 14, Ireland.

Type ins

Doctor Waring (M.Sc. C.P.C. A.A. Zzzz. plus Hons) presents...

CHARACTER DESIGN PROGRAM

Dan Pidcock from Lymm, Cheshire has come up with a listing that will make designing your own character sets as easy as can be.

Press f0 for instructions on how to use the program. After the characters have been designed they can be saved as data or as basic symbol statements.

```
{DtAw} 1·'Character·Design·Program
{KnAo} 2·'Dan·Pidcock
{GkAr} 3·'1989·-·August·1990
{DlBm} 10·GOSUB·50·'setup·variables,·inks,·pens,·
       windows.
{KjAt} 20·GOSUB·200·'setup·graphics
{IkAw} 30·GOSUB·460·'main·program·loop
{OlAl} 40·GOTO·10
{OvAu} 50·INK·1,12:INK·2,3:INK·3,9:ZONE·1
{PoBj} 60·DIM·bi(24,11),tot(256,11),sbl(256):MODE·1
{EkBt} 70·SYMBOL·AFTER·32:SYMBOL·143,255,255,255,255,
       255,255,255,255
{OtBs} 80·SYMBOL·144,0:SYMBOL·145,255,129,129,153,
       153,129,129,255
{OuBo} 90·SYMBOL·252,254,130,190,160,190,130,254
{GiAx} 100·SYMBOL·253,248,132,178,170,178,132,248
{MmBj} 110·SYMBOL·254,248,132,178,132,184,160,224
{CrBm} 120·c$=CHR$(252):d$=CHR$(253):p$=CHR$(254)
{OoAn} 130·chr=255
{OsAx} 140·GRAPHICS·PEN·2:INK·0,0:BORDER·0
{AoAx} 150·WINDOW·#1,1,40,25,25:PEN·#1,1
{LwBi} 160·WINDOW·#2,32,40,1,10:PEN·#2,3
{MxBk} 170·WINDOW·#3,1,40,12,24:PEN·#3,3
{GtAw} 180·CLS:GOSUB·820:sbl(chr)=99
{AtAn} 190·RETURN
{KpAp} 200·'set·up·graphics
{EtBj} 210·LOCATE·1,1:PEN·2:PRINT·"··"c$d$p$
{JwBp} 220·PEN·1:PRINT·"·"c$d$p$:PEN·3:PRINT·c$d$p$
{FkAt} 230·INK·1,12:INK·2,3:INK·3,9
{KrCi} 240·PLOT·239,238:DRAW·239,368:DRAW·368,368:
       DRAW·368,238:DRAW·239,238
{JwBn} 250·PEN·1:LOCATE·18,1:PRINT·"Character";chr
{HoAr} 260·LOCATE·#2,1,10
{KkAr} 270·PRINT·#2,"f0·help"
{AsAs} 280·PRINT·#2,"f1·load"
{PoAs} 290·PRINT·#2,"f2·save·D";
{PvAs} 300·PRINT·#2,"f3·save·B";
{CkAt} 310·PRINT·#2,"f4·print"
{PqAq} 320·PRINT·#2,"f5·char"
{DjAr} 330·PRINT·#2,"f6·show"
{KpAm} 340·PRINT·#2
{JtAn} 350·PRINT·#2
{HkAs} 360·PRINT·#2,"f9·quit"
{GsAu} 370·INK·1,24:INK·2,6:INK·3,18
{OtAm} 380·RETURN
{KrAq} 390·'character·number
{DlAs} 400·WHILE·INKEY$<>"":WEND
{CkBq} 410·INPUT·#1,"What·number·for·character·(32-
       255)";chr
{LuBj} 420·IF·chr<32·OR·chr>255·THEN·410
{BnBr} 430·PEN·1:LOCATE·18,1:PRINT·"Character";chr:
       CLS·#1
{BiAo} 440·RETURN
{PmAp} 450·'Main·Loop
{GkBi} 460·PEN·1:x=16:y=3:oldx=x:oldy=y
{GpBm} 470·IF·INKEY(8)=0·AND·x>16·THEN·x=x-1
{ErBm} 480·IF·INKEY(1)=0·AND·x<23·THEN·x=x+1
{KpBk} 490·IF·INKEY(0)=0·AND·y>3·THEN·y=y-1
{PpBj} 500·IF·INKEY(2)=0·AND·y<10·THEN·y=y+1
{KnBj} 510·IF·INKEY(18)=0·THEN·GOSUB·790
{DnCi} 520·IF·INKEY(47)=0·THEN·bi(x,y)=1·XOR·bi(x,y):
       GOSUB·690
{OoBr} 530·IF·INKEY(39)=0·THEN·bi(x,y)=0:GOSUB·690
{LiBp} 540·IF·INKEY(31)=0·THEN·bi(x,y)=1:GOSUB·690
{FnBo} 550·IF·INKEY(13)=0·THEN·GOSUB·1310·'f1·load
{BvBw} 560·IF·INKEY(14)=0·THEN·GOSUB·1000·'f2·save·D·
       (save·as·data)
{ApCi} 570·IF·INKEY(5)=0··THEN·GOSUB·1160·'f3·save·B·
       (save·as·basic)
{HuBo} 580·IF·INKEY(20)=0·THEN·GOSUB·930··'f4·print
{HuBn} 590·IF·INKEY(12)=0·THEN·GOSUB·1510·'f5·char
{GiBn} 600·IF·INKEY(4)=0··THEN·GOSUB·1040·'f6·show
{HrBm} 610·IF·INKEY(3)=0··THEN·GOSUB·870··'f9·quit
{KwBp} 620·IF·INKEY(15)=0·THEN·GOSUB·1680·'f0·help
{EsBj} 630·IF·oldx=x·AND·oldy=y·THEN·670
{OvBp} 640·PEN·1:LOCATE·oldx,oldy:PRINT·CHR$(144-
       bi(oldx,oldy))
{NoAp} 650·oldx=x:oldy=y
{MvBl} 660·IF·space=0·THEN·FOR·n=1·TO·40:NEXT
{NrBn} 670·LOCATE·x,y:PEN·2+bi(x,y):PRINT·CHR$(145)
{OwAr} 680·space=0:GOTO·470
{AtAu} 690·'recalculate·character
{InAn} 700·sbl(chr)=99
{JnAn} 710·space=1
{AkAu} 720·xa=x:tot(chr,y)=0
{ArCj} 730·FOR·x=16·TO·23:tot(chr,y)=tot(chr,y)+(bi
       (x,y)*(2↑(23-x))):NEXT·x
{DnAl} 740·x=xa
{EiDk} 750·SYMBOL·chr,tot(chr,3),tot(chr,4),tot(chr,
       5),tot(chr,6),tot(chr,7),tot(chr,8),tot(chr,9),
       tot(chr,10)
{KwBi} 760·PEN·1:LOCATE·16,1:PRINT·CHR$(chr)
{NiBk} 770·LOCATE·25,y:PRINT·USING·"###";tot(chr,y)
{MxAm} 780·RETURN
{FlAr} 790·'Clear·character
{IvAu} 800·FOR·x=16·TO·23:FOR·y=3·TO·10
{OvBn} 810·bi(x,y)=0:LOCATE·x,y:PRINT·"·":NEXT·y,x
{JxBj} 820·PEN·1:FOR·y=3·TO·10:tot(chr,y)=0
{JwAu} 830·LOCATE·25,y:PRINT·"··0":NEXT
{JxBm} 840·SYMBOL·chr,0:LOCATE·16,1:PRINT·CHR$(chr)
{FjBi} 850·PRINT·CHR$(chr):sbl(chr)=0:x=16:y=3
{AlAp} 860·x=16:y=3:RETURN
{NiAl} 870·'quit?
{DxAs} 880·WHILE·INKEY$<>"":WEND
{DiBo} 890·INPUT·#1,"You·sure·you·wanna·quit··Y/N";a$
{EtBn} 900·IF·a$<>"Y"·AND·a$<>"y"·THEN·CLS·#1:RETURN
{JxAp} 910·PEN·1:MODE·2
{CsAl} 920·END
{FpAm} 930·'print
{HoAr} 940·FOR·a=33·TO·255
{JjAv} 950·IF·sbl(a)<>99·THEN·980
{MlAs} 960·PRINT·#8,"symbol·";
{KvCt} 970·WRITE·#8,a,tot(a,3),tot(a,4),tot(a,5),tot
       (a,6),tot(a,7),tot(a,8),tot(a,9),tot(a,10)
{EoAk} 980·NEXT
{FtAn} 990·RETURN
{PpAp} 1000·'save·as·data
{GjAs} 1010·WHILE·INKEY$<>"":WEND
{GmBp} 1020·INPUT·#1,"What·d'ya·wanna·save·as·";f$
{LtAt} 1030·INK·1,12:INK·2,3:INK·3,9
{DoBk} 1040·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{NtAm} 1050·OPENOUT·f$
{BuAr} 1060·FOR·a=33·TO·255
{DwAx} 1070·IF·sbl(a)<>99·THEN·1120
{OwAo} 1080·WRITE·#9,a
{EjAo} 1090·FOR·y=3·TO·10
{PoAq} 1100·WRITE·#9,tot(a,y)
{MlAk} 1110·NEXT
{JpAl} 1120·NEXT·a
{BmAr} 1130·CLOSEOUT:y=3
{IxBj} 1140·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{FsAn} 1150·RETURN
{GrAq} 1160·'save·as·basic
{FpAs} 1170·WHILE·INKEY$<>"":WEND
{OuBo} 1180·INPUT·#1,"What·d'ya·wanna·save·as·";f$
{NnAt} 1190·INK·1,12:INK·2,3:INK·3,9
{BoBk} 1200·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{CiAv} 1210·OPENOUT·f$+".bas":l=10
{EmAr} 1220·FOR·a=33·TO·255
{OrAv} 1230·IF·sbl(a)<>99·THEN·1270
{CnBi} 1240·PRINT·#9,STR$(l)+"·SYMBOL·";
{CqDj} 1250·WRITE·#9,a,tot(a,3),tot(a,4),tot(a,5),
       tot(a,6),tot(a,7),tot(a,8),tot(a,9),tot(a,10):l
       =l+10
{CxAo} 1260·WRITE·#9
{NoAl} 1270·NEXT·a
{AnAp} 1280·CLOSEOUT
{PkBj} 1290·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{MxAn} 1300·RETURN
{LjAp} 1310·'load·from·data
{BmAt} 1320·WHILE·INKEY$<>"":WEND
{IwAt} 1330·INPUT·#1,"Load·y/n·",a$
{LoBk} 1340·IF·LOWER$(a$)<>"y"·THEN·RETURN
{OrAs} 1350·WHILE·INKEY$<>"":WEND
{KjBn} 1360·INPUT·#1,"What·d'ya·wanna·load·from·";f$
{KxAt} 1370·INK·1,12:INK·2,3:INK·3,9
{OiBj} 1380·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{BjAo} 1390·OPENIN·f$·
{KoAq} 1400·WHILE·NOT·EOF
{LmAn} 1410·INPUT·#9,a
{OnAm} 1420·sbl(a)=99
{PtAm} 1430·FOR·y=3·TO·10
{LvAp} 1440·INPUT·#9,tot(a,y)
{KlAk} 1450·NEXT
{JqAk} 1460·WEND
{AxAq} 1470·CLOSEIN:y=3
{CjCj} 1480·PEN·1:LOCATE·18,1:PRINT·"Character";chr:
       CLS·#1:GOSUB·1530
{FsBi} 1490·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{PlAm} 1500·RETURN
{IxAv} 1510·'change·character·number
{NqAn} 1520·GOSUB·390
{EvBi} 1530·'calculate·binarys·from·totals+draw
{GjAm} 1540·PEN·1
{BrAo} 1550·FOR·y=3·TO·10
{PtAq} 1560·otot=tot(chr,y)
{EkAq} 1570·FOR·x=16·TO·23
{AlBi} 1580·tot(chr,y)=tot(chr,y)-2↑(23-x)
{EvCt} 1590·IF·tot(chr,y)<0·THEN·bi(x,y)=0:tot(chr,
       y)=tot(chr,y)+2↑(23-x)·ELSE·bi(x,y)=1
{IoBl} 1600·LOCATE·x,y:PRINT·CHR$(144-bi(x,y))
{JxAm} 1610·NEXT·x
{HqAq} 1620·tot(chr,y)=otot
{DnBl} 1630·LOCATE·25,y:PRINT·USING·"###";tot(chr,y)
{DpAm} 1640·NEXT·y
{AxDk} 1650·SYMBOL·chr,tot(chr,3),tot(chr,4),tot(chr,
       5),tot(chr,6),tot(chr,7),tot(chr,8),tot(chr,9),
       tot(chr,10)
{ImAv} 1660·LOCATE·16,1:PRINT·CHR$(chr)
{LvAp} 1670·x=16:y=3:RETURN
{ErAm} 1680·'help
```

```
{FrAt} 1690·INK·1,12:INK·2,3:INK·3,9
{HrAo} 1700·CLS:PEN·3
{NnBn} 1710·LOCATE·3,5:PRINT··")····················
       set·pixel·to·on"
{IoBo} 1720·LOCATE·3,7:PRINT··"(··················
       set·pixel·to·off"
{CmBs} 1730·LOCATE·3,9:PRINT··"space···········
       change·pixels·state"
{NvBq} 1740·LOCATE·3,11:PRINT·"return··············
       clear·character"
{IoBr} 1750·LOCATE·3,13:PRINT·"f2·save·D·······
       save·as·a·data·file"
{BkBu} 1760·LOCATE·3,15:PRINT·"f3·save·B···
       save·as·a·BASIC·program"
{GnBq} 1770·LOCATE·3,17:PRINT·"f6·show········
       show·used·characters"
{GsBw} 1780·PEN·1:LOCATE·8,21:PRINT·"press·any·key·
       to·continue"
{JjAv} 1790·INK·1,24:INK·2,6:INK·3,18
{GvAw} 1800·CLEAR·INPUT:CALL·&BB18
{LrAt} 1810·INK·1,12:INK·2,3:INK·3,9
{HrAx} 1820·CLS:GOSUB·1530:GOSUB·200
{AuAo} 1830·RETURN
{CiAw} 1840·'Show·used·characters
{AnAt} 1850·WHILE·INKEY$<>"":WEND
{ApBr} 1860·INPUT·#1,"Show·on·screen(s)·or·printer
       (p)";a$
{FoCs} 1870·IF·LOWER$(a$)="s"·THEN·n=3·ELSE·IF·LOWER$
       (a$)="p"·THEN·n=8·ELSE·GOTO·1860
{KiAu} 1880·INK·1,12:INK·2,3:INK·3,9
{BwAv} 1890·IF·n=3·THEN·CLS·#3
{BoAq} 1900·FOR·a=32·TO·255
{NpBi} 1910·IF·sbl(a)=99·THEN·PRINT·#n,a,
{KoAk} 1920·NEXT
{KuBj} 1930·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{ApAn} 1940·RETURN
```

HEADER READER

Michael Beckett of Antrim, Northern Ireland, has come up with a very useful utility indeed. It gives you all those nitty gritty details about a file on tape or disk. You know the sort of thing – start address, file length, entry address and file type etc. All the things you wanted to know, but were too afraid to ask.

When the program is run, an RSX is set up. It is used slightly differently on the 464 and 6128:

464: a$="filemane": |HR,@a$
6128: |HR,"filename"

When searching for a file on tape you can use an empty string. This will tell you about the first file the computer comes across.

```
{HmAm} 10·'·HEADREAD
{GnAp} 20·'·PUBLIC·DOMAIN
{AnAr} 30·'·By·Mike·Beckett
{HlAm} 40·'·July·1990
{HuAi} 50·'
{OxAr} 60·'·SAVE·before·running
{NwAi} 70·'
{MjAr} 80·MEMORY·HIMEM-2300
{LiAp} 90·addr=HIMEM+1
{CrAm} 100·st=addr
{AuAo} 110·FOR·a=1·TO·25
{LoAo} 120·READ·a$,c$
{FxAl} 130·cs=0
{CoAs} 140·FOR·byte=1·TO·20·STEP·2
{LvAw} 150·b=VAL("&"+MID$(a$,byte,2))
{BoAn} 160·POKE·addr,b
{CsAo} 170·addr=addr+1
{AmAn} 180·cs=cs+b
{BiAk} 190·NEXT
{BkBj} 200·IF·cs=VAL("&"+c$)·THEN·230
{NvAx} 210·PRINT"Error·in·line";370+(a*10)
{CnAl} 220·END
{GqAk} 230·NEXT
{OoAk} 240·cs=0
{OiAn} 250·FOR·a=1·TO·13
{PiAn} 260·READ·c,d
{FrAr} 270·a$=HEX$(st+d,4)
{CrBi} 280·POKE·st+c,VAL("&"+RIGHT$(a$,2))
{CjBi} 290·POKE·st+c+1,VAL("&"+LEFT$(a$,2))
{DlAo} 300·cs=cs+c+d
{EmAl} 310·NEXT
{BpAu} 320·IF·cs=&954·THEN·350
{MjBi} 330·PRINT"Error·in·relocation·data"
{KiAk} 340·END
{GrAn} 350·CALL·st
{PpAw} 360·PRINT"HEADREAD·is·installed."
{BuAj} 370·NEW
{GsAw} 380·DATA·2109800010D00C3D1BC00,·388
{KvAv} 390·DATA·000000128DC3158048D2,·304
{OrAw} 400·DATA·003DC0AFCD6BBCDD6601,·4E4
{EtAx} 410·DATA·DD6E0046235E2356EB11,·387
{JiBi} 420·DATA·F800CD77BCE5CD7ABC11,·671
{JmAx} 430·DATA·AA001A13B72805CD5ABB,·41D
{DoBi} 440·DATA·18F6E1D5E5E5E5111500,·599
{NxBi} 450·DATA·CD7B00E1111A00CD7B00,·49C
{ArBi} 460·DATA·E1111800CD7B00CD5ABB,·4B4
{BjAx} 470·DATA·E1111200197EFE043802,·2D7
{MpBj} 480·DATA·3E04E1110A00B728043D,·25E
{GtAw} 490·DATA·1318F9060A7E23CD5ABB,·3BD
{OsAv} 500·DATA·10F9C9193E26CD5ABB4E,·47F
{BlAx} 510·DATA·234678CD918079CD9180,·516
{KrAu} 520·DATA·3E20C35ABBF50F0F0F0F,·367
{EmAx} 530·DATA·CD9A00F1CDA000C35ABB,·69D
{HvAx} 540·DATA·E60FC630FE3AD8C607C9,·591
{OlAu} 550·DATA·0D0A537461727420456E,·2F8
{PmAw} 560·DATA·747279204C656E677468,·3E1
{FqAx} 570·DATA·2054797065 0D0A004261,·27C
{GpAx} 580·DATA·73696320202020205072,·2A1
{BmBi} 590·DATA·6F742042617369634269,·390
{NrAx} 600·DATA·6E617279202020204269,·2E5
{GjBi} 610·DATA·6E617279202020204173,·2EE
{KjBi} 620·DATA·63696920202020200000,·1D5
{KsAr} 630·'Relocation·data
{LrAv} 640·DATA·1,9,4,&D,&D,&12,&10,&15
{ClBi} 650·DATA·&28,&F8,&32,&AA,&47,&7B
{DjAx} 660·DATA·&4E,&7B,&55,&7B,&86,&91
{NjAx} 670·DATA·&8A,&91,&97,&9A,&9B,&A0
```

FLAG

Jan Andersen is flying the flag for his country. Jan comes from Herlev in Denmark. His program displays a flag from a number of countries with colder climes. It then animates them with startling results...

```
{KqAu} 1·'·SCANDINAVIAN·FLAG·DEMO
{BwAt} 2·'·by·Jan·B.Andersen·1990
{FsAj} 3·'
{HuBj} 100·DATA·AF,32,B8,40,32,B9,40,21,1F,41
{EqBi} 110·DATA·22,B4,40,21,00,42,22,B6,40,06
{GpBk} 120·DATA·C1,11,22,40,21,BA,40,CD,19,BD
{JxBk} 130·DATA·CD,D7,BC,C9,06,FF,10,FE,06,FF
{DrAx} 140·DATA·10,FE,06,FF,10,FE,06,FF,10,FE
{NuBj} 150·DATA·06,20,10,FE,ED,5B,B4,40,2A,B6
{HxBj} 160·DATA·40,3E,C0,F5,01,00,7F,1A,ED,49
{JmBm} 170·DATA·ED,79,0E,10,ED,49,ED,79,01,02
{IlBk} 180·DATA·BC,7E,ED,49,04,ED,79,13,23,06
{JjAx} 190·DATA·02,10,FE,00,00,00,F1,3D,20,DB
{NsAx} 200·DATA·00,00,00,01,00,7F,3E,54,ED,49
{IsBm} 210·DATA·ED,79,0E,10,ED,49,ED,79,01,02
{AmBn} 220·DATA·BC,ED,49,01,2E,BD,ED,49,2A,B4
{NwBk} 230·DATA·40,2B,3A,B8,40,3C,FE,20,20,04
{AlBm} 240·DATA·21,1F,41,AF,22,B4,40,32,B8,40
{OvAx} 250·DATA·2A,B6,40,23,3A,B9,40,3C,FE,68
{HxBj} 260·DATA·20,04,21,00,42,AF,22,B6,40,32
{HmBl} 270·DATA·B9,40,C9,21,BA,40,CD,DD,BC,C9
{DjAj} 280·'
{FkAx} 290·DATA·68,85,87,83,75,83,87,85
{EoBi} 300·DATA·68,92,76,78,74,75,74,78
{NiBi} 310·DATA·76,92,88,77,79,75,79,77
{FkAv} 320·DATA·88,86,94,82,75,82,94,86
{CoAj} 330·'
{JqBj} 340·DATA·46,46,46,47,46,46,47,46,47,46
{MuBm} 350·DATA·47,47,46,47,47,47,48,47,47,48
{MjBk} 360·DATA·47,48,47,48,48,47,48,48,48,47
{MmBl} 370·DATA·48,48,47,48,47,48,47,47,48,47
{MtBk} 380·DATA·47,47,46,47,47,46,47,46,47,46
{JqBi} 390·DATA·46,47,46,46,46,45,46,46,45,46
{DrBl} 400·DATA·45,46,45,45,46,45,45,45,44,45
{AlBm} 410·DATA·45,44,45,44,45,44,44,45,44,44
{KvBl} 420·DATA·44,45,44,44,45,44,45,44,45,45
{NvBj} 430·DATA·44,45,45,45,46,45,45,46,45,46
{HiAr} 440·DATA·45,46,46,45
{DmAk} 450·'
{MqAo} 460·MEMORY·&3FFF
{FqAs} 470·FOR·a=0·TO·179:READ·a$
{MsBj} 480·POKE·&4000+a,VAL("&"+a$):NEXT·a
{KqAu} 490·FOR·a=0·TO·6:RESTORE·290
{MmAt} 500·FOR·b=0·TO·31:READ·z
{OlAw} 510·POKE·&4100+b+a*32,z:NEXT·b,a
{CkAt} 520·FOR·a=0·TO·2:RESTORE·340
{BvAt} 530·FOR·b=0·TO·103:READ·z
{JuAx} 540·POKE·&4200+b+a*104,z:NEXT·b,a
{FsAj} 550·'
{PxBk} 560·MODE·1:BORDER·0:INK·0,0:INK·1,26
{KkBr} 570·LOCATE·6,5:PRINT"<<<·SCANDINAVIAN·FLAG·
       DEMO·>>>"
{MvAw} 580·LOCATE·13,10:PRINT"1.·DENMARK"
{EkAv} 590·LOCATE·13,11:PRINT"2.·SWEDEN"
{FjBi} 600·LOCATE·13,12:PRINT"3.·FINLAND"
{EkBj} 610·LOCATE·13,13:PRINT"4.·NORWAY"
{OsBi} 620·LOCATE·13,14:PRINT"5.·ICELAND"
{JwBi} 630·LOCATE·13,15:PRINT"6.·FAROE·ISLANDS"
{PoBm} 640·LOCATE·12,20:INPUT"CHOICE·OF·FLAG·:·",flag
{EsAx} 650·IF·flag<1·OR·flag>6·THEN·560
{DqAq} 660·MODE·1:GOSUB·740
{LtBo} 670·IF·flag=1·THEN·INK·1,6:INK·2,26:GOSUB·780
{DvBo} 680·IF·flag=2·THEN·INK·1,11:INK·2,24:GOSUB·
       780
{LrBq} 690·IF·flag=3·THEN·INK·1,26:INK·3,11:GOSUB·
       850
{IxCi} 700·IF·flag=4·THEN·INK·1,6:INK·2,2:INK·3,26:
       GOSUB·850:GOSUB·780
{KpBx} 710·IF·flag=5·THEN·INK·1,2:INK·2,6:INK·3,26:
       GOSUB·850:GOSUB·780
{MiCi} 720·IF·flag=6·THEN·INK·1,26:INK·2,6:INK·3,11:
       GOSUB·850:GOSUB·780
{GsBq} 730·CALL·&4000:CALL·&BB18:CALL·&40AD:RUN·560
{JwAx} 740·x=200:y=366:z=100:c=1:GOSUB·920
{ItAx} 750·x=0:y=266:z=236:s=400:GOSUB·950
{NoAx} 760·x=240:y=146:z=98:GOSUB·980
{BpAn} 770·RETURN
{AtBi} 780·x=120:y=326:z=20:c=2:GOSUB·920
{IuAx} 790·x=80:y=306:z=398:s=80:GOSUB·950
{AxBi} 800·x=480:y=106:z=18:GOSUB·980
{GpAw} 810·x=332:y=300:z=20:GOSUB·920
{GqAx} 820·x=292:y=280:z=160:GOSUB·1010
{FnAw} 830·x=136:y=198:z=18:GOSUB·980
{OmAn} 840·RETURN
{LxBj} 850·x=132:y=332:z=32:c=3:GOSUB·920
{HoAw} 860·x=68:y=300:z=372:s=128:GOSUB·950
{JmAw} 870·x=444:y=112:z=30:GOSUB·980
{NtAv} 880·x=320:y=306:z=32:GOSUB·920
{MjAv} 890·x=256:y=274:z=136:GOSUB·1010
{LxAv} 900·x=124:y=204:z=30:GOSUB·980
{ItAm} 910·RETURN
{PuAq} 920·FOR·a=0·TO·z·STEP·2
{DlBi} 930·PLOT·x-a*2,y-a,c:DRAW·2+x+a*2,y-a
{OtAo} 940·NEXT·a:RETURN
{IwAq} 950·FOR·a=0·TO·z·STEP·4
{MiBj} 960·PLOT·x+a,y-a/2,c:DRAW·2+s+x+a,y-a/2
{DrAo} 970·NEXT·a:RETURN
{JsAq} 980·FOR·a=0·TO·z·STEP·2
{GmBj} 990·PLOT·x+a*2,y-a,c:DRAW·x+z*4+2-a*2,y-a
```

```
{CtAo} 1000·NEXT·a:RETURN
{EnAr} 1010·FOR·a=0·TO·z·STEP·4
{EoBi} 1020·PLOT·x-a,y-a/2,c:DRAW·2*s+x-a,y-a/2
{NwAo} 1030·NEXT·a:RETURN
```

MACE ● 664/6128 Only

Bit weird, this one. There's this multi-coloured mace-type thingy, and you have to swap and turn all its bits so that they are the same colour. Told you it was strange.

Mace comes from Monty Remon of South Kelsey. You may have seen adverts in *AA* for another program of his called *Trance*, which is a bit like this, only more so.

The objective is to make at least five coloured stars, each star made from adjacent coloured faces. Altrernatively, you can try to match all the opposite faces of the same colour. These are achieved by turning and swapping the parts.

To turn the 12 pieces clockwise, use keys '1' to '9', '0' for 10, '-' for 11 and '^' for 12. To turn anti-clockwise press the '<' key first.

To swap pieces press 'S' followed by the two numbers.

'Space' toggles the front and back view.

'M' reflects the hidden faces. Use this for checking the opposite sides without affecting the puzzle.

'H' gives options to save, load and start a new game.

```
{KpAo} 1·ON·BREAK·CONT
{PoAv} 10·'·*·MACE·*·for·Remonstration
{ArAu} 20·'·******·Monty·Remon·*******
{PuDw} 30·DIM·c(12,6),s(5):BORDER·16:INK·0,16:INK·
       1,0:INK·2,5:INK·3,10:INK·4,17:INK·5,21:INK·6,2
       6:INK·7,3:INK·8,6:INK·9,2,20:p%=0:MODE·0
{NqEm} 40·SYMBOL·250,254,140,44,60,44,140,254:
       SYMBOL·251,120,204,6,6,6,204,120:SYMBOL·252,66
       ,198,66,66,66,66,66,231:SYMBOL·253,70,205,73,6
       7,70,76,73,239
{ImDk} 50·LOCATE·4,1:PEN·6:PRINT"-*·M·A·C·E·*-
       ":LOCATE·9,3:PEN·1:PRINT"by":LOCATE·5,5:PRINT"
       Monty·Remon":GOTO·1850
{InBm} 60·CLS:ft%=-1:GOSUB·270:GOSUB·590:GOSUB·850
{CpAn} 70·WHILE·-1
{GwBu} 80·IF·INKEY(47)=0·THEN·ft%=NOT·ft%:GOSUB·250:
       GOSUB·850
{IpBi} 90·IF·INKEY(44)=0·THEN·1830
{EiBr} 100·IF·INKEY(64)=0·THEN·no=1:GOSUB·1250:
       GOSUB·870
{CoBs} 110·IF·INKEY(65)=0·THEN·no=2:GOSUB·1250:
       GOSUB·900
{EpBr} 120·IF·INKEY(57)=0·THEN·no=3:GOSUB·1250:
       GOSUB·930
{KoBp} 130·IF·INKEY(56)=0·THEN·no=4:GOSUB·1250:
       GOSUB·960
{MnBs} 140·IF·INKEY(49)=0·THEN·no=5:GOSUB·1250:
       GOSUB·990
{InBs} 150·IF·INKEY(48)=0·THEN·no=6:GOSUB·1250:
       GOSUB·1020
{HoBq} 160·IF·INKEY(41)=0·THEN·no=7:GOSUB·1250:
       GOSUB·1050
{OrBt} 170·IF·INKEY(40)=0·THEN·no=8:GOSUB·1250:
       GOSUB·1080
{PmBr} 180·IF·INKEY(33)=0·THEN·no=9:GOSUB·1250:
       GOSUB·1110
{IvBt} 190·IF·INKEY(32)=0·THEN·no=10:GOSUB·1250:
       GOSUB·1140
{PjBr} 200·IF·INKEY(25)=0·THEN·no=11:GOSUB·1250:
       GOSUB·1170
{CqBu} 210·IF·INKEY(24)=0·THEN·no=12:GOSUB·1250:
       GOSUB·1200
{K1Bq} 220·IF·INKEY(60)=0·THEN·GOSUB·1320:GOSUB·840
{EjBl} 230·IF·INKEY(38)=0·THEN·GOSUB·2070
{EpAk} 240·WEND
{GtAx} 250·IF·ft%·THEN·GOSUB·590:RETURN
{HrBj} 260·IF·NOT·ft%·THEN·GOSUB·710:RETURN
{NxAm} 270·'new·game
{IqAw} 280·n$="1234567890-↑":cn$=n$:nn$=n$
{IqAo} 290·FOR·no=1·TO·12
{MrBv} 300·j=1+INT(RND*LEN(n$)):MID$(nn$,inc+1,1)=
       MID$(n$,j,1)
{LwCr} 310·ON·INSTR(cn$,MID$(n$,j,1))GOSUB·350,370,
       390,410,430,450,470,490,510,530,550,570
{IsAw} 320·FOR·f=1·TO·5:READ·c(no,f):NEXT·f
{KxBn} 330·n$=LEFT$(n$,j-1)+MID$(n$,j+1):inc=inc+1
{HtAp} 340·NEXT·no:RETURN
{PjAt} 350·RESTORE·360:RETURN
{HuAq} 360·DATA·4,3,2,1,5
{EjAs} 370·RESTORE·380:RETURN
{GqAo} 380·DATA·1,2,4,3,5
{HsAt} 390·RESTORE·400:RETURN
{ElAp} 400·DATA·5,3,2,6,1
{EoAs} 410·RESTORE·420:RETURN
{LoAp} 420·DATA·6,2,5,1,4
{JsAt} 430·RESTORE·440:RETURN
{FwAr} 440·DATA·6,3,1,4,2
{OwAt} 450·RESTORE·460:RETURN
{GiAo} 460·DATA·4,6,1,2,3
{EkAt} 470·RESTORE·480:RETURN
{OpAo} 480·DATA·5,2,3,6,1
{FnAt} 490·RESTORE·500:RETURN
{FoAq} 500·DATA·3,5,4,6,1
{DtAt} 510·RESTORE·520:RETURN
{GwAp} 520·DATA·4,1,6,3,5
{JlAu} 530·RESTORE·540:RETURN
{CnAr} 540·DATA·2,1,4,6,5
{OtAu} 550·RESTORE·560:RETURN
{PtAq} 560·DATA·3,4,6,5,2
{ElAt} 570·RESTORE·580:RETURN
{NxAq} 580·DATA·2,5,3,4,6
{FqAn} 590·'draw·front
{DvAs} 600·CLS:RESTORE·620
{NlCi} 610·FOR·dat=1·TO·20:READ·xm,ym,xd,yd:MOVE·xm,
       ym,8:DRAW·xd,yd:NEXT·dat
{OiCj} 620·DATA·202,202,202,398,202,202,392,264,202,
       202,320,38,202,202,84,38,202,202,12,264
{IxCs} 630·DATA·320,364,12,140,84,364,392,140,320,
       364,202,0,84,364,202,0,12,140,392,140
{HpEr} 640·DATA·202,398,246,340,392,264,348,198,320,
       38,246,62,84,38,84,116,12,264,84,286,158,340,2
       02,398,320,286,392,264,320,116,320,38,158,62,8
       4,38,54,202,12,264
{PkAw} 650·RESTORE·670:MOVE·200,326
{PlBr} 660·FOR·dat=1·TO·10:READ·xd,yd:DRAW·xd,yd:
       NEXT·dat
{FuCp} 670·DATA·320,364,320,240,392,140,274,100,202,
       0,128,100,12,140,84,240,84,364,202,326
{FsFw} 680·MOVE·320,286:DRAW·626,358:DRAW·638,330:
       DRAW·638,320:DRAW·348,202:MOVE·330,286:FILL·1:
       MOVE·370,230:DRAW·530,290:MOVE·356,276:DRAW·51
       8,320:MOVE·488,326:DRAW·518,320:DRAW·530,290:D
       RAW·518,272
{BiFq} 690·GOSUB·820:GOSUB·840:LOCATE·17,1:PEN·6:
       PRINT"MACE":PEN·1:LOCATE·15,23:PRINT"back·";:L
       OCATE·8,1:PRINT"1";:LOCATE·12,3:PRINT"2":LOCAT
       E·14,8:PRINT·CHR$(24);"3";CHR$(24)
{MjFj} 700·LOCATE·13,15:PRINT·"4":LOCATE·11,24:
       PRINT"5":LOCATE·8,25:PRINT"6":LOCATE·3,24:PRIN
       T"7";:LOCATE·1,18:PRINT·"8";:LOCATE·1,8:PRINT"
       9";:LOCATE·2,2:PRINT"10";:RETURN
{HpAp} 710·'draw·back
{DoBj} 720·CLS:RESTORE·740:MOVE·202,398,8
{LqBs} 730·FOR·dat=1·TO·15:READ·xd,yd:DRAW·xd,yd:
       NEXT·dat
{PrDt} 740·DATA·320,38,10,264,392,264,82,38,200,398,
       274,302,392,264,320,160,320,38,200,76,82,36,82
       ,160,10,264,128,302,202,398
{OjAu} 750·MOVE·202,202:RESTORE·770
{LsCi} 760·FOR·dat=1·TO·15:READ·xm,ym,xd,yd:MOVE·xm,
       ym:DRAW·xd,yd:NEXT·dat
{LwGo} 770·DATA·202,202,320,364,202,202,392,140,202,
       202,202,0,202,202,12,140,202,202,82,364,246,34
       0,320,364,348,202,392,140,246,62,200,0,82,116,
       12,140,82,286,82,364,320,364,320,286,392,140,3
       20,116,202,0,158,62,12,140,54,200,82,364,158,3
       40
{BlFw} 780·MOVE·320,286:DRAW·626,358:DRAW·638,330:
       DRAW·638,320:DRAW·348,202:MOVE·330,286:FILL·1:
       MOVE·370,230:DRAW·530,290:MOVE·356,276:DRAW·51
       8,320:MOVE·488,326:DRAW·518,320:DRAW·530,290:D
       RAW·518,272
{CtHs} 790·GOSUB·820:GOSUB·840:LOCATE·17,1:PEN·6:
       PRINT·CHR$(251);CHR$(250);"AM":PEN·1:LOCATE·15
       ,23:PRINT"front";:LOCATE·8,1:PRINT"1";:LOCATE·
       12,3:PRINT"-";:LOCATE·11,2:PRINT"10":LOCATE·14
       ,8:PRINT·CHR$(24);"9";CHR$(24):LOCATE·13,15:PR
       INT·"8"
{DiEl} 800·LOCATE·11,24:PRINT"7";:LOCATE·8,25:PRINT
       "6":LOCATE·3,24:PRINT"5";:LOCATE·1,18:PRINT·"4
       ";:LOCATE·1,8:PRINT"3";:LOCATE·2,2:PRINT"·
       2";
{CrAo} 810·RETURN
{FlGw} 820·LOCATE·14,22:PEN·6:PRINT"[";:PEN·1:PRINT
       "SPACE";:PEN·6:PRINT"]":LOCATE·15,17:PRINT"[";
       :PEN·1:PRINT"H";:PEN·6:PRINT"]";:PEN·1:PRINT"e
       lp";:LOCATE·13,25:PEN·6:PRINT"[";:PEN·1:PRINT"
       M";:PEN·6:PRINT"]";:PEN·1:PRINT"irror";
{PiBx} 830·p%=-1:LOCATE·14,19:PEN·6:PRINT"[·]";:PEN·
       1:PRINT"wap?":RETURN
{CsDu} 840·LOCATE·15,19:PEN·1:PRINT"S":LOCATE·14,20:
       PRINT·USING"##";a:LOCATE·17,20:PRINT"&":
       LOCATE·19,20:PRINT·USING"##";b:RETURN
{FpAm} 850·'**·fill
{JkDw} 860·GOSUB·880:GOSUB·900:GOSUB·930:GOSUB·960:
       GOSUB·990:GOSUB·1020:GOSUB·1050:GOSUB·1080:GOS
       UB·1110:GOSUB·1140:GOSUB·1170:GOSUB·1200:
       RETURN
{FrAk} 870·REM·1
{CrCl} 880·IF·ft%·THEN·MOVE·236,340:FILL·c(1,1):
       MOVE·198,330:FILL·c(1,2):RETURN
{JiCt} 890·MOVE·264,302:FILL·c(1,3):MOVE·240,266:
       FILL·c(1,4):MOVE·184,372:FILL·c(1,5):RETURN
{EuAl} 900·REM·2
{GqCu} 910·IF·ft%·THEN·MOVE·318,248:FILL·c(2,1):
       MOVE·314,354:FILL·c(2,2):MOVE·300,354:FILL·c(2
       ,3):RETURN
{KvBs} 920·MOVE·140,338:FILL·c(2,4):MOVE·118,300:
       FILL·c(2,5):RETURN
{LtAl} 930·REM·3
{ItCk} 940·IF·ft%·THEN·MOVE·380,256:FILL·c(3,1):
       MOVE·376,260:FILL·c(3,2):RETURN
{NwCp} 950·MOVE·22,266:FILL·c(3,3):MOVE·150,260:
       FILL·c(3,4):MOVE·126,178:FILL·c(3,5):RETURN
{CsAl} 960·REM·4
{FlCu} 970·IF·ft%·THEN·MOVE·380,138:FILL·c(4,1):
       MOVE·252,144:FILL·c(4,2):MOVE·280,224:FILL·c
       (4,3):RETURN
{JnBu} 980·MOVE·72,164:FILL·c(4,4):MOVE·76,138:
       FILL·c(4,5):RETURN
{JrAl} 990·REM·5
{GkCi} 1000·IF·ft%·THEN·MOVE·250,62:FILL·c(5,1):
       MOVE·280,98:FILL·c(5,2):RETURN
{AqCr} 1010·MOVE·84,100:FILL·c(5,3):MOVE·88,52:
       FILL·c(5,4):MOVE·88,40:FILL·c(5,5):RETURN
{JsAm} 1020·REM·6
{CjDk} 1030·IF·ft%·THEN·MOVE·132,100:FILL·c(6,1):
       MOVE·160,138:FILL·c(6,2):MOVE·214,20:FILL·c(6,
       3):RETURN
{AoCi} 1040·MOVE·162,60:FILL·c(6,4):MOVE·206,60:
       FILL·c(6,5):RETURN
{GwAk} 1050·REM·7
{NsCj} 1060·IF·ft%·THEN·MOVE·88,112:FILL·c(7,1):
       MOVE·94,44:FILL·c(7,2):RETURN
{HrCp} 1070·MOVE·204,90:FILL·c(7,3):MOVE·204,126:
       FILL·c(7,4):MOVE·280,168:FILL·c(7,5):RETURN
{EkAl} 1080·REM·8
{GmCt} 1090·IF·ft%·THEN·MOVE·28,154:FILL·c(8,1):
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        MOVE·20,144:FILL·c(8,2):MOVE·152,138:FILL·c(8,3
        ):RETURN
(GtBs) 1100·MOVE·324,138:FILL·c(8,4):MOVE·328,164:
        FILL·c(8,5):RETURN
(JiAl) 1110·REM·9
(EvCl) 1120·IF·ft%·THEN·MOVE·80,282:FILL·c(9,1):
        MOVE·80,238:FILL·c(9,2):RETURN
(MrCr) 1130·MOVE·370,244:FILL·c(9,3):MOVE·380,262:
        FILL·c(9,4):MOVE·252,266:FILL·c(9,5):RETURN
(FjAm) 1140·REM·10
(GjDm) 1150·IF·ft%·THEN·MOVE·198,326:FILL·c(10,1):
        MOVE·198,278:FILL·c(10,2):MOVE·120,230:FILL·c(1
        0,3):RETURN
(GnBw) 1160·MOVE·318,304:FILL·c(10,4):MOVE·314,360:
        FILL·c(10,5):RETURN
(AuAm) 1170·REM·11
(AiFl) 1180·IF·NOT·ft%·AND·NOT·m%·THEN·MOVE·160,
        260:GOSUB·2230:FILL·c(11,1):MOVE·204,282,,0:FIL
        L·c(11,2):MOVE·270,176:FILL·c(11,3):MOVE·198,19
        8:FILL·c(11,4):MOVE·134,182:FILL·c(11,5)
(OoAn) 1190·RETURN
(PtAl) 1200·REM·12
(FtFn) 1210·IF·ft%·AND·NOT·m%·THEN·MOVE·204,212:
        FILL·c(12,1):MOVE·270,220:FILL·c(12,2):MOVE·220
        ,144:GOSUB·2240:FILL·c(12,3):MOVE·132,220,,0:FI
        LL·c(12,4):MOVE·138,226:FILL·c(12,5)
(KpAn) 1220·RETURN
(JmBr) 1230·LOCATE·19,20:PEN·1:PRINT·USING"##";b;:
        'swap·a/b
(AmBx) 1240·FOR·f=1·TO·5:s(f)=c(a,f):c(a,f)=c(b,f):
        c(b,f)=s(f):NEXT·f:RETURN
(FqAm) 1250·'clk
(DwBj) 1260·IF·INKEY(39)=0·THEN·1290
(PmDk) 1270·c(no,6)=c(no,5):c(no,5)=c(no,4):c
        (no,4)=c(no,3):c(no,3)=c(no,2):c(no,2)=c
        (no,1):c(no,1)=c(no,6)
(OnAn) 1280·RETURN
(LtAm) 1290·'a/clk
(JlDk) 1300·c(no,6)=c(no,1):c(no,1)=c(no,2):c
        (no,2)=c(no,3):c(no,3)=c(no,4):c(no,4)=c
        (no,5):c(no,5)=c(no,6)
(BoAo) 1310·RETURN
(MkAm) 1320·'a·keys
(JtDi) 1330·SOUND·1,200,40,15:LOCATE·14,20:PRINT
        "··":LOCATE·19,20:PRINT"··":LOCATE·15,19:PEN·9:
        PRINT"S"
(NnAm) 1340·WHILE-1
(CnBs) 1350·IF·INKEY(64)=0·THEN·a=1:GOSUB·1490:
        GOTO·870
(MiBs) 1360·IF·INKEY(65)=0·THEN·a=2:GOSUB·1490:
        GOTO·900
(NoBs) 1370·IF·INKEY(57)=0·THEN·a=3:GOSUB·1490:
        GOTO·930
(CsBq) 1380·IF·INKEY(56)=0·THEN·a=4:GOSUB·1490:
        GOTO·960
(DwBr) 1390·IF·INKEY(49)=0·THEN·a=5:GOSUB·1490:
        GOTO·990
(DxBs) 1400·IF·INKEY(48)=0·THEN·a=6:GOSUB·1490:
        GOTO·1020
(NpBr) 1410·IF·INKEY(41)=0·THEN·a=7:GOSUB·1490:
        GOTO·1050
(PjBs) 1420·IF·INKEY(40)=0·THEN·a=8:GOSUB·1490:
        GOTO·1080
(OlBs) 1430·IF·INKEY(33)=0·THEN·a=9:GOSUB·1490:
        GOTO·1110
(GlBu) 1440·IF·INKEY(32)=0·THEN·a=10:GOSUB·1490:
        GOTO·1140
(LrDp) 1450·IF·INKEY(25)=0·AND·ft%·THEN·SOUND·2,
        1000,30,15:RETURN·ELSE·IF·INKEY(25)=0·THEN·a=11
        :GOSUB·1490:GOTO·1170
(FiDs) 1460·IF·INKEY(24)=0·AND·NOT·ft%·THEN·SOUND·
        2,1000,30,15:RETURN·ELSE·IF·INKEY(24)=0·THEN·a=
        12:GOSUB·1490:GOTO·1200
(HjAk) 1470·WEND
(CrAo) 1480·RETURN
(AlFq) 1490·LOCATE·14,20:PEN·1:PRINT·USING"##";a;:
        WHILE·INKEY(60)<>0:WEND:LOCATE·17,20:PEN·9:PRIN
        T"&";:SOUND·1,200,10,15:FOR·de=1·TO·200:NEXT:SO
        UND·1,200,10,15:WHILE-1:REM·swap·keys·b
(BkCo) 1500·IF·INKEY(64)=0·THEN·b=1:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·870
(DiCp) 1510·IF·INKEY(65)=0·THEN·b=2:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·900
(MrCo) 1520·IF·INKEY(57)=0·THEN·b=3:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·930
(KiCo) 1530·IF·INKEY(56)=0·THEN·b=4:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·960
(DpCo) 1540·IF·INKEY(49)=0·THEN·b=5:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·990
(OxCr) 1550·IF·INKEY(48)=0·THEN·b=6:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·1020
(HqCp) 1560·IF·INKEY(41)=0·THEN·b=7:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·1050
(IlCr) 1570·IF·INKEY(40)=0·THEN·b=8:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·1080
(GoCr) 1580·IF·INKEY(33)=0·THEN·b=9:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·1110
(AwCr) 1590·IF·INKEY(32)=0·THEN·b=10:IF·a=b·THEN·
        RETURN·ELSE·GOSUB·1230:GOTO·1140
(NtBv) 1600·IF·INKEY(25)=0·AND·NOT·ft%·AND·a=11·
        THEN·b=12:GOTO·1230
(LvBt) 1610·IF·INKEY(24)=0·AND·ft%·AND·a=12·THEN·
        b=11:GOTO·1230
(BmCl) 1620·IF·INKEY(25)=0·AND·NOT·ft%·THEN·b=11:
        IF·a<>b·THEN·GOSUB·1230:GOTO·1170
(ElCn) 1630·IF·INKEY(24)=0·AND·ft%·THEN·b=12:IF·
        a<>b·THEN·GOSUB·1230:GOTO·1200
(JsAl) 1640·WEND
(HoAn) 1650·RETURN
(FiAm) 1660·'save
(OvDj) 1670·IF·NOT·p%·THEN·RETURN·ELSE·CLS:LOCATE·
        3,12:PRINT"Enter·your·name":LOCATE·4,14:LINE·IN
        PUT·"...";name$
(EnDi) 1680·name$=UPPER$(name$):IF·name$=""·OR·LEN
        (name$)>8·THEN·1670·ELSE·OPENOUT·name$+".hit"
(HnAp) 1690·WRITE·#9,ft%
(EqBs) 1700·FOR·no=1·TO·12:FOR·f=1·TO·6:WRITE#9,c
        (no,f):NEXT·f,no
(MoAo) 1710·CLOSEOUT
(KlCw) 1720·CLS:LOCATE·1,12:PRINT"Your·record·is·
        saved":LOCATE·2,14:PRINT"[SPACE]·to·return."
(AnBl) 1730·WHILE·INKEY$<>"·":WEND:CLS:RETURN
(HnAl) 1740·'load
(HnCl) 1750·CLS:LOCATE·3,12:PRINT"Enter·your·name":
        LOCATE·4,14:LINE·INPUT·"...";name$
(CwCi) 1760·name$=UPPER$(name$):IF·name$=""·OR·LEN
        (name$)>8·THEN·1750
(GvBn) 1770·CLS:LOCATE·4,12:PRINT"Loading·now..."
(BoAv) 1780·OPENIN·name$+".hit"
(CoAp) 1790·INPUT#9,ft%
(ArBs) 1800·FOR·no=1·TO·12:FOR·f=1·TO·6:INPUT#9,c
        (no,f):NEXT·f,no
(BjAo) 1810·CLOSEIN
(PoAt) 1820·p%=-1:CLS:GOTO·1960
(KvAl) 1830·'menu
(PsAw) 1840·CLS:WHILE·INKEY$<>"":WEND
(DqAn) 1850·WHILE-1
(OjBk) 1860·LOCATE·5,10:PRINT"1.·New·game."
(OoBi) 1870·LOCATE·5,12:PRINT"2.·Save."
(ErBk) 1880·LOCATE·5,14:PRINT"3.·Load."
(KsBj) 1890·LOCATE·5,16:PRINT"4.·Info."
(EsBi) 1900·LOCATE·5,18:PRINT"5.·Return."
(DnAx) 1910·LOCATE·5,20:PRINT"6.·Quit."
(GnBi) 1920·i=VAL(INKEY$):IF·i=0·THEN·1920
(NvBm) 1930·ON·i·GOSUB·60,1660,1740,1990,1960,1950
(CqAk) 1940·WEND
(LtBm) 1950·CLS:LOCATE·6,12:PRINT"GOODBY":END
(DiBk) 1960·IF·NOT·p%·THEN·RETURN'return
(KoBm) 1970·IF·ft%·THEN·GOSUB·590:GOSUB·850:GOTO·70
(KmBo) 1980·IF·NOT·ft%·THEN·GOSUB·710:GOSUB·850:
        GOTO·70
(PsAl) 1990·'Info
(NxAl) 2000·MODE·1
(KtDv) 2010·PRINT"1·Form·at·least·5·single·
        coloured·stars.(There·may·two·stars·of·the·same
        ·colour)":PRINT"2·Match·ALL·opposite·coloured·f
        aces.":PRINT·
(OsGt) 2020·PRINT"The·visible·part·Nos·1-
        12,·can·be·turnedby·using·keys·1·to·9·and·'0','
        -'·and·'↑'but·if·selected·AFTER·[S]·is·
        then·one·ofa·pair·to··be·swapped.··The·centre·p
        iececan·be·replaced··by·the·hidden·one··
        whenselected·twice."
(AkAt) 2030·WINDOW#1,7,34,13,21
(CjGv) 2040·PRINT#1,"[SPACE]...........front/back
        [H]......................here[S]·1st............
        ....swap?[S]·2nd................with?[(]+No....
        ........turn·a/clk[M].....reflect·hidden·faces·
        (Use·when·matching·opposite·faces-
        no·colour·change·OK!)";
(FsAx) 2050·LOCATE·17,25:PRINT"[SPACE]"
(FmBl) 2060·WHILE·INKEY(47)=-1:WEND:MODE·0:RETURN
(KqAl) 2070·'mirror
(CnBi) 2080·LOCATE·14,25:PEN·9:PRINT"M"
(EtAu) 2090·m%=-1:IF·NOT·ft%·THEN·2160
(OmBp) 2100·MOVE·236,340:FILL·c(2,4):MOVE·198,330:
        FILL·c(10,5)
(AqBt) 2110·MOVE·380,256:FILL·c(4,4):MOVE·376,260:
        FILL·c(2,5)
(HlBp) 2120·MOVE·250,62:FILL·c(6,4):MOVE·280,98:
        FILL·c(4,5)
(NrBp) 2130·MOVE·88,112:FILL·c(8,4):MOVE·94,44:
        FILL·c(6,5)
(OvBs) 2140·MOVE·80,282:FILL·c(10,4):MOVE·80,238:
        FILL·c(8,5)
(BoAo) 2150·GOTO·2210
(FnBp) 2160·MOVE·140,338:FILL·c(1,1):MOVE·118,300:
        FILL·c(3,2)
(InBs) 2170·MOVE·72,164:FILL·c(3,1):MOVE·76,138:
        FILL·c(5,2)
(IlBs) 2180·MOVE·162,60:FILL·c(5,1):MOVE·206,70:
        FILL·c(7,2)
(LrBr) 2190·MOVE·324,138:FILL·c(7,1):MOVE·328,164:
        FILL·c(9,2)
(CiBq) 2200·MOVE·318,304:FILL·c(9,1):MOVE·314,360:
        FILL·c(1,2)
(CsAv) 2210·WHILE·INKEY(38)=0:WEND
(DqBt) 2220·GOSUB·850:m%=0:LOCATE·14,25:PEN·1:
        PRINT"M":RETURN
(JmCo) 2230·PRINT·CHR$(22);:MOVE·188,256:TAG:PRINT·
        CHR$(252);:TAGOFF:PRINT·CHR$(22);:RETURN
(JrCm) 2240·PRINT·CHR$(22);:MOVE·188,162:TAG:PRINT·
        CHR$(253);:TAGOFF:PRINT·CHR$(22);:RETURN ●
```

JUST IN CASE YOU DIDN'T KNOW...

Just in case – after all, it's always possible – you don't know what those funny dots in the listing are for, here's the answer. They're there to indicated spaces – sometimes it's hard to tell how many spaces there are in a line containing text, say. (Getting the number of spaces wrong may not stop the program working, but it'll give you some funny check-sums when you run it through *Type-Writer*.)

AND THAT'S NOT ALL. Also in case you didn't already know, you can earn yourself vast amounts of cash by sending us *Type-Ins*. (We have to think they're good enough to publish, of course. And make sure you enclose an SAE so that we can send your tapes/disks back.)

Just to give you an idea, some *Type-Ins* can earn their authors between £15 (for some really weedy dozen-liner) to £40 for a truly colossal (no bigger than 10K, though), stupendous masterpiece (it really does have to be good to warrant that amount of space though).

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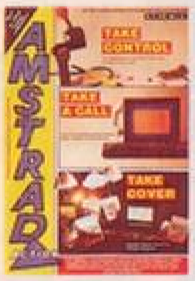
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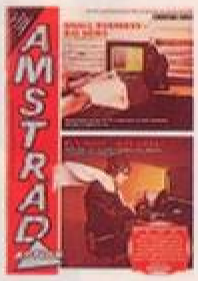
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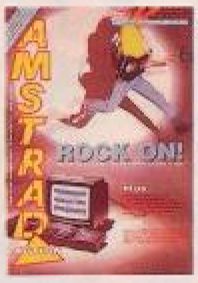
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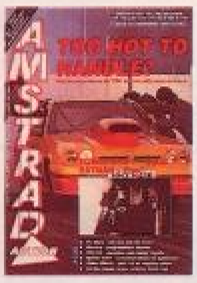


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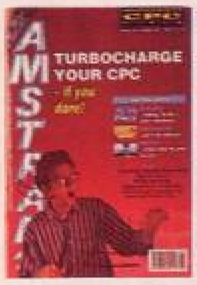


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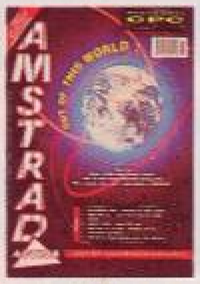


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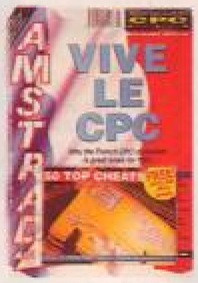
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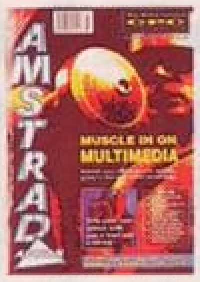
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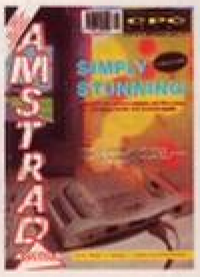
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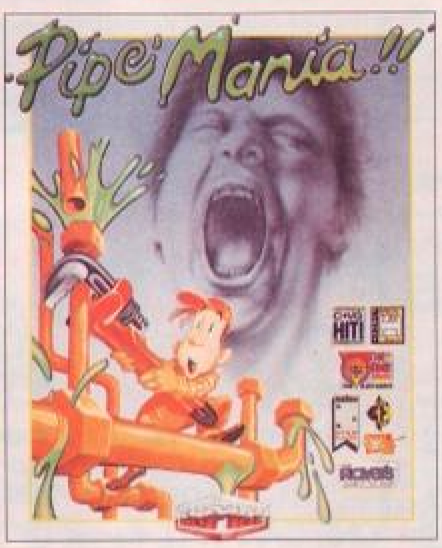


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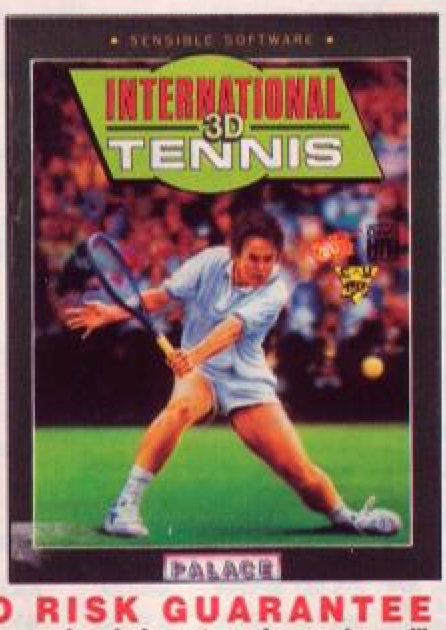
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Cheat mode

PHIL HOWARD wades in with a terrifying tirade of, er, tips

Buggy Boy

Buggy Boy has always been a great game, but just that bit too difficult, until now. Good old Graham has sorted it for the Encore game, and provides us with that bit of extra time to cheat the chequered flag.

```
{AoAr} 1·'·Buggy·Boy··-tape-
{HvAq} 2·'·By·Graham·Smith
{FuAo} 3·'·More·time
{JsAm} 4·'·Method·1
{FuAj} 5·'
{JkAv} 10·DATA·21,36,85,22,41,81
{AvAv} 20·DATA·7c,32,7e,4e,c3,00
{AqAt} 30·DATA·4c,21,ed,9a,22,75
{HiAp} 40·DATA·9b:z=39561
{HnAr} 50·FOR·j=0·TO·18:READ·a$
{NqAs} 60·x=VAL("&"+a$):y=y+x
{AxAr} 70·POKE·j+z,x:NEXT·j
{NyAt} 80·IF·y()1963·GOTO·110
{NnAq} 90·MEMORY·z-1:LOAD"
{DuAo} 100·CALL·z+13
{HuAq} 110·PRINT"data·error
```

- Multiface poke for ***Buggy Boy*** tape:

ADDRESS	POKE	EFFECT
4E7E	85	
8141	36	More time
8142	85	

Pipe Mania

Graham has plumbed the depths (OK, so I used it a couple of months back – how many jokes are there about pipework anyway?) to stop you going 'round the bend with your ***Pipe Mania*** disk. Just one thing – save the poke to, and then run it from, disk or you will get a disk missing error!

```
{KmAt} 1·'·Pipe·Mania!!··-disc-
{HvAq} 2·'·By·Graham·Smith
{MqAq} 3·'·Slows·countdown
{FtAj} 4·'
{MnAv} 10·DATA·21,e4,07,22,e5,c7,c3
{EuAv} 20·DATA·d0,c7,e5,21,f9,25,36
{JvAt} 30·DATA·cd,23,36,f4,23,36,07
{PuAu} 40·DATA·e1,c3,60,bc,dc,ec,25
{HoAw} 50·DATA·3a,ff,25,ee,0a,32,ff
{CrAv} 60·DATA·25,c9,0,2,13,15,11,20
{AwAv} 70·DATA·24,3,6,16,22,18,4,8
{GiAr} 80·DATA·26,9:MODE·1
{HlAs} 90·FOR·j=0·TO·36:READ·a$
{BlAt} 100·x=VAL("&"+a$):y=y+x
{FoAt} 110·POKE·j+2011,x:NEXT·j
{BkAr} 120·IF·y()5042·GOTO·200
{JnAs} 130·OPENOUT"d":MEMORY·2000
{MnAx} 140·PRINT"Insert·game·disc·";
{DjAw} 150·PRINT"then·press·any·key"
{FlAs} 160·CALL·&BB18:MODE·0
{LmAu} 170·FOR·j=0·TO·15:READ·x
{MmAo} 180·INK·j,x:NEXT·j
{HjAv} 190·LOAD"screen.scr":CALL·2011
{BtAq} 200·PRINT"data·error
```

- No Multiface poke for this one!

Double Dragon

If you've ever looked at the "official" Amstrad mag. (obviously I'm not allowed to) you will know the name John Girvin of Belfast. He has been helping them out for quite a while now...

So what's he doing here in *AA*? That's for him to know and ***Double Dragon*** tape owners to theorise about! Hiya John, infinite thanks.

```
{GuAr} 1·'DOUBLE·DRAGON·hacks
{LnAp} 2·'By·John·Girvin
{OsAl} 3·'June·1990
{FtAj} 4·'
{EmBj} 10·MODE·1:CALL·&BC02:CALL·&BD37
{OxAx} 20·OPENOUT"d":MEMORY·&6AAB:CLOSEOUT
{OlAr} 30·LOAD"!double",&6AAC
{CwAq} 40·addr=&BE80:RESTORE
{HmAn} 50·READ·byte$
{EIBm} 60·IF·byte$="DRAGON"·THEN·CALL·&BE80
{JjAs} 70·POKE·addr,VAL("&"+byte$)
{BmAr} 80·addr=addr+1:GOTO·50
{OuAv} 90·'***·LEAVE·ALL·LINES·IN·***
{EvAw} 100·DATA·f3,21,ac,6a,11,ac,9a,01
{InAx} 110·DATA·3f,0f,ed,b0,21,9a,be,3e
{CmBj} 120·DATA·c3,32,16,bd,22,17,bd,c3
{DmAx} 130·DATA·ac,9a,cd,37,bd,21,00,00
{AnAx} 140·DATA·22,54,a6,21,ac,be,22,57
{DqAw} 150·DATA·a6,c3,10,a6,dd,21,c1,a8
{GnAv} 160·DATA·11,84,00,cd,50,a8,21,bf
{NtAx} 170·DATA·be,22,43,a9,c3,f8,a8,21
{KqAw} 180·DATA·c8,be,22,09,0a,c3,c4,09
{DIBj} 190·DATA·af,32,eb,4c,c3,e4,0c,c0
{PjAo} 200·DATA·DRAGON,4a
```

- Multiface poke for inf lives ***Double Dragon***:

Address = 4CEB Poke = 00

Klax



Fed up of running out of space, time and just about everything else? Get further than you dreamed possible on the mega-addictive tablet-positioning (sounds dreadful put that way) game, ***Klax***. Thanks to Mike you need no longer say "Just one more go!"– you've got just as many as you can cope with.

```
{AmAr} 1·'·KLAX·disc·poke
{AsAq} 2·'·by·Mike·Wong
{GoAs} 3·'·Infinite·credits
{FtAj} 4·'
{EwAl} 10·MODE·1
{GoAp} 20·FOR·n=&40·TO·&5C
{AvAu} 30·READ·a$:a=VAL("&"+a$)
{CpAu} 40·POKE·n,a:c=c+a:NEXT
{AkAv} 50·IF·c()1962·THEN·130
{JvAr} 60·PRINT"Insert·KLAX..."
{PoAu} 70·CALL·&BB18:CALL·&40
{BxAt} 80·DATA·21,00,01,11,00,00
{OnAt} 90·DATA·0e,41,e5,df,5a,00
{NrAu} 100·DATA·21,53,00,22,05,01
{HwAt} 110·DATA·c9,af,32,ef,0b,c3
{CiAs} 120·DATA·00,04,3c,c0,07
{HmAr} 130·PRINT"Error..."
```

- Multiface poke for inf credits on ***Klax***:

Address = 0BEF Poke = 00

SPOT THE DOT

Yep, you guessed it, the new system of replacing spaces in programs by a dot (Chr$ 144) has infected *Cheat Mode* (what will they think of next?), don't panic, though, they're not entirely terminal. "Got a dot?.. Replace with a space!" (I ought to be in advertising!).

BATMAN: CAPED CRUSADER

Batman: Caped Crusader game "A Bird in the Hand" gets solved in style by our own dynamic duo, Wayne Power and Peter Grogan (both 11 years old) of Waterford, Ireland. Did you know the word Penguin derives from the Welsh language Pen meaning Head and Gwyn – White...? No, neither did I.

1) Search for and get the **RED NOSE** (makes you invisible).
2) Find and collect the **SPANNER** (fixes broken machine).
3) Look for and collect the **BATARANG**, use the **BATARANG**.
4) Search for and get the **LOCKPICK**.
5) Find and collect the **BOMB**.
6) Get the **BAT-DISK**, insert the **BAT-DISK**, then make your way out.
7) Keep going right, collect the **SWEET** and **TRAINERS**.
8) Go back to the **LADDER** and climb it.
9) Get the **ROPE** (used in room two halves)
10) Use **LOCKPICK** in room **TAKE YOUR PICK**.
11) Go into **WAREHOUSE**, use **RED NOSE** and **TRAINERS** (move faster).



12) Search for and collect **LIFT KEY**. Find **LIFT** and use **KEY**.
13) Find and get **DART** and **BREAD**.
14) If your energy is low use food (**TOAST** etc).
15) Search for and get the **GAME DISK**.
16) Look for and collect the **FRIED EGG**.
17) Move into room **TWO HALVES** and use the **ROPE**.
18) Climb the **ROPE**.
19) Get the **MAGNET** (makes the penguins bounce off).
20) Use the **DART** and collect the **PASS**, then climb down the **ROPE**.
21) Go back to the **LIFT ROOM** and use the **LIFT KEY**.
22) Leave the **WAREHOUSE**.
23) Move right until you come across the **LADDER**, climb the **LADDER**.
24) Keep moving right collect the **POP** and **TORCH**.
25) Climb down the **LADDER**. Go right and get the **KEY**.
26) Move left to the room **DON'T PASS GO**.
27) Use the **PASS** and go through the door.
28) Use the **TORCH**.
29) Use the **MAGNET**.
30) Search for and collect the **VIDEO TAPE**.
31) Use the **VIDEO TAPE** in the room with the TV turned off.
32) Search for and collect the **CUPCAKE**.
33) Check energy level and if low eat food. (**CUPCAKE**)
34) Find room **OPEN HALL DOOR** and use the **KEY**.
35) Go through the door and find the room **3 STEPS TO HELL**.
36) Go through the door and find the room **THE BIG TURN OFF**
37) Insert **GAME DISK** and the game is complete.

Pro Boxing Simulator

You know, boxing's a funny old sport. In case your're in any doubt *Pro Boxing Simulator* is in fact *By Fair Means or Foul*, of a couple of years back. Not a bad game, but it's a bit of a nuisance if you already own the original. Anyway, Andy's cheat gives you any number of lives for each player.

```
{PiAu} 1·'·Pro·Boxing·Simulator
{MvAs} 2·'·Cheat:·ANDY·PRICE
{FsAj} 3·'
{NpAs} 10·DATA·2A,38,BD,E5,AC
{OwAr} 20·DATA·E1,22,2A,BE,AD
{ArAt} 30·DATA·21,37,BD,3E,C3
{JjAt} 40·DATA·77,23,3E,23,77
{CoAu} 50·DATA·3E,BE,23,77,21
{FoAq} 60·DATA·40,00,E3,11,00
{GuAr} 70·DATA·BB,00,C3,4A,3A
{PiAs} 80·DATA·21,09,07,22,21
{MrAp} 90·DATA·15,CF,00,00
{FxAr} 100·FOR·ad=&BD00·TO·&BE2B
{GvAu} 110·READ·a$:a=VAL("&"+a$)
{GkAt} 120·POKE·ad,a:x=x+a:NEXT
{BkAv} 130·IF·x=&F15·THEN·150
{KoAt} 140·PRINT"DATA·error":STOP
{JwAq} 150·MEMORY·&3000:LOAD""
{MrAt} 160·PRINT"Number·of·lives:"
{NoAs} 170·INPUT"Player·1:·";p1
{CmAt} 180·INPUT"Player·2:·";p2
{CnAv} 190·POKE·&BE24,p1:POKE·&BE25,p2
{IiAo} 200·CALL·&BD00
```

- Multiface pokes for *Pro Boxing*:

ADDRESS	POKE	EFFECT
1521	No.	lives Player 1
1522	No.	lives Player 2

Powerdrift

Garret Flynn from Milford, Co. Donegal, has drifted in with a really poweful poke for that erstwhile (peculiar word that!) Mastergame *Powerdrift*.

Now you too can drive yourself to distraction – it allows you 255 credits on the tape game.

```
{EjAw} 1·'Powerdrift·Cheat·-·255·Credits
{AvAo} 2·'By·Garret·Flynn
{PnBj} 3·'Multiface·Addr·=·2AA1··Poke·=·FF
{GiAp} 4·'Tape·method·1
{FuAj} 5·'
{HiAv} 10·DATA·21,16,bd,36,c3,23,36,0e
{PwAv} 20·DATA·23,36,be,c3,98,3a,21,17
{IrBi} 30·DATA·be,22,4f,a6,c3,08,a6,dd
{DmBi} 40·DATA·21,b9,a8,11,ab,00,cd,48
{EjAx} 50·DATA·a8,21,2a,be,22,62,a9,c3
{OvAt} 60·DATA·e3,a8,3e,ff,32,a1,2e,c3
{InAn} 70·DATA·00,44
{DiAo} 80·MEMORY·&5000
{JsAq} 90·FOR·addr=&BE00·TO·&BE31
{PrAs} 100·READ·a$:n=VAL·("&"+a$)
{OjAt} 110·POKE·addr,n:chk=chk+n:NEXT
{BkAx} 120·IF·chk()&157F·THEN·190
```

Rogue

Jonathan Nurse, an old friend of mine from Long Ashton, Bristol, has provided a poke for *Rogue* which gives you a head start over the competition. 100 strength to begin with on the tape game is yours for the typing.

```
{JqBj} 1·'100·strength·on·rouge·to·start·with
{CpAs} 2·'By·Jonathan·Nurse
{FsAj} 3·'
{AnAm} 10·a=&BEFF
{IwBk} 20·READ·a$:IF·a$="end"·THEN·GOTO·90
{AkAm} 30·a=a+1
{OqAq} 40·POKE·a,VAL(a$)
{MnAk} 50·GOTO·20
{PoAv} 60·DATA·&21,&40,&20,&11,&40,&00
{KwAx} 70·DATA·&01,&30,&79,&ed,&b0,&c3
{HtAq} 80·DATA·&40,&00,end
{NoAl} 90·MODE·1
{HvAq} 100·BORDER·0:INK·0,26
{DpAt} 110·INK·1,0:INK·2,6:INK·3,0
{JnAr} 120·LOAD"!scr",&C000
{HnAq} 130·MEMORY·&203F
{DrAq} 140·LOAD"!",&2040
{HsAq} 150·POKE·&838A,100
{BsAo} 160·CALL·&BF00
```

- Multiface poke for *Rogue* 100 strength:

Address = 838A   Poke = 64

Slug

Jonathan Wilson from Loughgilly has a keypress for Alternative Software's budget game *Slug* – by pressing "L", "*", ">", "?" and SPACE you can move to the next level. Jon also tells me that he would have sent this cheat to the "other" magazine, but they are rubbish (or words to that effect)... is that a compliment or what?

```
{PuAn} 130·LOAD"pd
{JpAo} 140·CALL·&BE00
{DpAw} 150·PRINT"Mistake·in·data!!!!
```

Blade Warrior

OK... OK! I know the gremlins crept into this infinite lives number last time we tried to print it, but let's face it when you say something like *Blade Warrior*... Rest In Peace, you really are just asking for trouble! Thanks once again Graham.

```
{CjAs} 1·'·Blade·Warrior·-tape-
{HvAq} 2·'·By·Graham·Smith
{GwAx} 3·'·Infinite·lives·&·time
{JsAm} 4·'·Method·1
{FuAj} 5·'
{EtAt} 10·DATA·2a,38,bd,22,2a,be
{GpAt} 20·DATA·21,37,bd,36,c3,23
{NjAt} 30·DATA·36,1b,23,36,be,21
{LiAt} 40·DATA·40,00,e3,11,00,bb
{ApAs} 50·DATA·c3,4a,3a,af,32,1b
{CrAt} 60·DATA·03,3e,18,32,5c,62
{KlAu} 70·DATA·3e,c9,32,a1,77,cf
{JwAq} 80·FOR·j=0·TO·41:READ·a$
{GtAt} 90·x=VAL("&"+a$):y=y+x
{KpAt} 100·POKE·j+48640,x:NEXT·j
{GiAr} 110·IF·y<>3710·GOTO·140
{JjAr} 120·MEMORY·14900:LOAD"
{AmAp} 130·CALL·48640
{DkAq} 140·PRINT"data·error
```

- Multiface poke for *Blade Warrior*:

ADDRESS	POKE	EFFECT
031B	00	Inf life
625C	18	Inf time
77A1	C9	R.I.P.

Space Harrier II

Yet another poke from the ever-present keyboard of the savior from Street. How does he do it? The disk version of *Space Harrier II* gets infinite lives thanks to the very prolific Graham Smith.

```
{MpAu} 1·'·Space·Harrier·II·-disc-
{HvAq} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{FtAj} 4·'
{CtAu} 10·DATA·04,af,32,46,07,c3,00
{JvAu} 20·DATA·06,cd,ff,bb,21,d7,00
{FuAx} 30·DATA·cd,d4,bc,79,22,60,00
{LvAv} 40·DATA·32,62,00,11,00,00,21
{PkAw} 50·DATA·00,01,0e,41,df,60,00
{KtAt} 60·DATA·21,d8,00,22,05,01
{FsAr} 70·FOR·j=0·TO·40:READ·a$
{DsAt} 80·x=VAL("&"+a$):y=y+x
{BuAu} 90·POKE·j+215,x:NEXT·j
{GqAr} 100·IF·y<>3272·GOTO·140
{MpAw} 110·PRINT"Insert·game·disc";
{AkAv} 120·PRINT"·then·press·a·key"
{CmAu} 130·CALL·47896:CALL·223
{DkAq} 140·PRINT"data·error
```

- Multiface poke for *Space Harrier II* (disk):

Address = 0476 Poke = 00

HEROES OF THE LANCE



It's been a long time coming, but then it's had a long way to come. The complete solution to ***Heroes of the Lance*** has arrived, courtesy of Grahame Welsh, who lives around the other side of the world in Maryborough, Australia.

"Good on ya, Cobber!" (Is that how it goes...?)

Level 1

1) When you start go to the first door and push up.
2) Go right, until you reach the end of the corridor and push down.
3) Go right, pick up the **POUCH**, move right until you reach the second archway and push down.
4) Go left, kill the **SKELETON**, pick up the **GEM**, move left until the path widens between 2 walls, then push up.
5) Go right, miss the first door, pass the second, when you reach the third there should be a **STATUE** in front of you, then push up.
6) Go right, kill the DRACONIAN, go to the circle in the wall, a few metres in front of you, then push up.

Level 2

1) Go right and push down.
2) Go left until you reach a sizeable gap, swap character to **RAISTLAN** (wizard), then jump over the pit.
3) Go left until you see a **TROPHY** type object, move the character on top of the object and pick it up.
4) Go left until the screen stops scrolling, go to the last door on the left and push up.

Level 3

1) Go right until you come to what looks like an entrance to a temple, then push up.
2) Go right until you see **2 SHIELDS** on the wall, pick them both up and give the spare shield to another character (they need one to survive).
3) Go left until you see **3 SHIELDS** on the wall, take all 3 and give spares to other characters.
4) Keep moving left until screen stops scrolling and go to the door closest to the edge of the screen and push up.
5) Go right until you come to another temple entrance and push up.
6) Go right, kill the **SPIDER**, then kill the **WRAITH** (careful, they drain energy).
7) Move to the part of the screen where there is only ground, and push up.

Level 4

1) Change character to **RAISTLAN**, then jump the pit, kill the **DRACONIAN**.
2) Keep going right to the end of the screen where there is a door, push up.
3) Go left, be careful of falling blocks (chose **TASSLEHOFF** – he dismantles traps).
4) Keep moving left until the black patch appears and push up.
5) Go left until you see a door next to 2 columns, miss the first door, push up.
6) Change to **RAISTLAN**, jump to the block in the middle of the screen, jump to the next block, then jump until you reach firm ground.
7) Walk towards the edge of the screen until you come to the door between the last 2 columns, then push up.

Level 5

1) Kill the **SPIDER**, then move off left, to a ditch in the ground, and push down.
2) Go right to the last circle in the wall, then push up.
3) Go right to the end of the screen, then push up.
4) Go right until a circle on the wall is just in front of you and push up.
5) Go right, push up when you reach the circle at the end of the screen.
6) Go left, push up when at a circle just in front of you.
7) Go right, kill **SPIDER**, push up when you reach circle at end of screen.
8) Go left, push up when you reach a circle at the end of the screen.
9) Go right, pick up **COINS**, kill the **SPIDER**, push up when at the third circle.
10) Go left, kill final guardian (**TROLL**), then push up when at a circle.

Final Level (Fight with Khisanth)

1) Quickly move out of sight of the **DRAGON** and change to **GOLDMOON**.
2) Cast the **PRAYER** spell, then go back and fire at the **DRAGON** to kill her.
3) Go right until you come to the very last **SKELETON** lying on the floor, go to the menu, select **TAKE**. The **DISKS** should then appear, so simply press Fire to take them.

Game completed!



Grand Prix Simulator 2

Jonathan Nurse of Bristol again here with a tip for ***Grand Prix Simulator 2*** – change the name of player 1 to INTEGRA and it will stop you being knocked out of the game, or, for a laugh, try COMPUTER.





Jungle Warfare

Mastertronic's ***Jungle Warfare*** gets the treatment now, by Mark Griffiths of Haverfordwest – press SHIFT + P to pause the game then press the keys A, S, Z, X, C, U, J, M and SHIFT down simultaneously, when you return to the game you will have infinite lives (not to mention dislocated fingers!).



Italy '90

I bet you never thought there would be a cheat for a football game in *Cheat Mode*, but believe it or not Richard (undecipherable second name but it looks like it might be Hunt) of Clwyd, Adam Docherty of Chiswick and Paul Williams of Abertillery have found one. If you press Function key "6" during play in U.S. Golds ***Italy '90*** the ref blows the whistle and you move straight into the penalty shoot-out (then, just like the real thing, you can boot it over the bar!).

MULTIFACE MADNESS

The game was afoot, weary supersleuths Anthony Jones of Bletchley, David Aird of Waterthorpe, Stephen Troup of Kings Lynn and Garret Flynn of Milford, stalked increasingly elusive numbers through the failing light of evening. Lighted candles spread misty shadows across familiar keyboards. Suddenly, a blinding flash pierced the stillness, and a shriek was heard deep in the night...

NAME	ADDRESS	POKE	EFFECT
Savage part 1 (t)	033C	FF	255 lives
part 2 (t)	2611	00	256 lives
part 3 (t)	0C3B	00	256 lives
Wriggler (t)	8018	00	256 lives
Bigfoot (t)	1016	A7	Inf. lives
Subterranean Stryker (t)	7D36	A7	Inf. lives
Goonies (t)	465F	FF	255 lives
Cholo (t)	8316	A7	Invulnerability
Krakout (t)	7B3A	00	Inf. lives
Ball Crazy (t)	1C6F	A7	Inf. lives
Metal Army (t)	7362	00	Inf. lives
Dan Dare (t)	7C58	C9	Inf. lives
Ultima Ratio (t)	31D9	00	Inf. lives
Xcel (t)	33A4	00	Inf. lives
Mask (t)	8B16	3A	Inf. damage
Strider (t)	2BDE	A7	Inf. energy
	2BE9	A7	Inf. lives
Thunderbirds (t)	5E48	A7	Level 1 time
	5FFC	A7	Level 2 time
	57C6	A7	Level 3 time
	5746	A7	Level 4 time
Indianna Jones and the Last Crusade (t)	2249	A7	Inf. Whips
	31A7	A7	Inf. lives
Rolling Thunder (t)	4720	00	Inf. lives
	4740	00	Inf. energy
Rastan (t)	2353	00	Inf. lives
Garfield (t)	1EAC	00	Don't fall asleep
Druid (t)	4566	00	Inf energy





THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both – it's worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters, e.g. 3A7C)
h) Type in the POKE (2 characters, e.g. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game. rn to the game.

E-Motion

Justin Clarke of Holbrook has discovered a particularly fine cheat for ***E-Motion*** – type MOONUNIT (didn't Frank Zappa call his daughter that?) on the title screen and then by pressing "F" you can re-start 10 levels further on.

Exclusive! Multiface 2 espionage shock!

ROMANTIC ROBOT IN A SPY SCANDAL

By our own intelligent correspondent

A Third World diplomat was expelled from Britain last week for engaging in industrial espionage on behalf of an unnamed East European country, Foreign Office officials confirmed in London early this morning.

The diplomat was caught red-handed, using a unique computer add-on, known in the business as **MULTIFACE 2**. The device is used to **freeze, inspect and back-up** running CPC programs, sources familiar with the case said.

Magic button

Although seemingly just a small black box, it is apparently full of hi-tech wizzardry and even sports a so called **MAGIC BUTTON**.

Some sources suggested **MULTIFACE** could have been embargoed from exports to any non-NATO country, but Cocom officials could neither confirm nor deny the instrument had been included on the **list of banned equipment**.

Cocom is a Paris based inter-governmental agency set up to monitor trade in **strategic goods** and create lists of such equipment whose **sale to potential enemy countries is prohibited**.

The unorthodox use of **MULTIFACE** by the diplomat, whose identity and country of origin remain hidden for fear of reprisals against British nationals, had been detected when a nurse in the envoy's Kensington Gardens estate reported a change in the man's habits to her Foreign Office contact.

"He visited a computer outfit, called **ROMANTIC ROBOT**, came back with a black box and has been spending every free minute in his den ever since," the 30-year-old woman, whose identity is protected under the Official Secrets Act, said.

"I've even heard him screaming '**Multiface, oh, Multiface**' in his sleep," the nurse added.

Contacted in his office at **ROMANTIC ROBOT**, a company spokesman said the question had put him on the spot.



"There's a saying one oughtn't believe any rumours until they have been officially denied, so I can neither confirm nor deny your story. I personally think it is utterly preposterous, but it's up to you to decide," the spokesman said.

He said he would rather not comment on reasons for the diplomat's strange behaviour.

"He seemed perfectly normal. He was, obviously, **very keen** to get the **MULTIFACE**, in fact he also bought the **Insider** disassembler and **RODOS** System, which we have on special offer of £9.95 and £19.95 respectively. But nobody at Roman[illegible]bot has ever detected anything out of the [illegible]ary in the envoy's manners."

"Your readers might find it interesting to **try Multiface themselves**," the spokesman said. "I hope their reaction would be just as ecstatic. Obviously they should excersise some degree of self-control - in their own interest!"

Not an advert

"Of course, I'd rather not if this were to sound as an advertisement but I am given to understand MI5 are considering seeking an injunction on the sales of our device, so it might be wise to **send for a Multiface now**, before they find a co-operative judge. At **£37.95** (£10 below RRP) plus £1 p&p it is a real bargain - some may say it is even **more than one bargained for**."

Foreign Office officials declined to comment, saying they would not debate cases where a judicial decision might be pending.

The Romantic Robot spokesman said his company could not accept responsibility for any mishaps occurring to anyone visiting its premises at 54 Deanscroft Ave, London NW9 8EN.

"We seem to be getting most orders through the post, anyway," he added.

He said also those who'd rather use their **ACCESS/VISA** cards and order by telephone, at **081 200-8870**, should be extremely cautious in their choice of words.

"You never know who's listening in," he observed.

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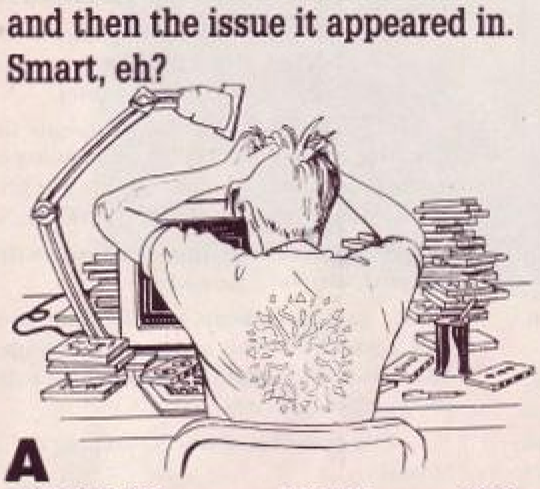
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Cheat Mode Index

To save agonised phone calls to the *AA* office demanding the wereabouts of pokes, hints and tips for all the latest games, we've put together this definitive *Cheat Mode* index for the last twelve issue of *Amstrad Action*. Next to the game name you'll find the type of help offered (e.g. password, poke, map, solution etc) and then the issue it appeared in. Smart, eh?



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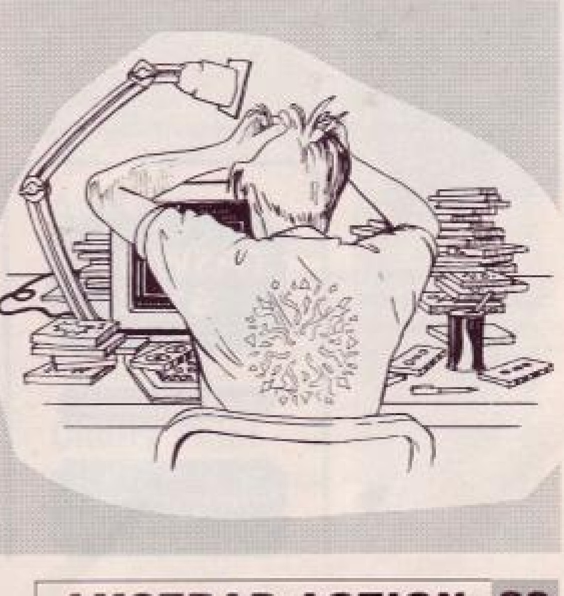
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BUYERS GUIDE

This is the place to find what software and hardware is available for your CPC. We list programs by category, and provide producer; phone number; price; issue in which the item was reviewed; and last but not least, a brief description of the program's features and, where appropriate, shortcomings.

But don't take our word for it: if you're in doubt read the original review before you splash out, and make sure by asking the person you're buying from that it meets your particular needs. Best of all is a try-out, if you can find a friend who has what you're thinking of buying.

BUYERS GUIDE WORD PROCESSING

Brunword

Brunning Software ☎ 0245 252854
£30.00 (6128) disk, £25 (464) disk ● AA24
Complete word processor package with spelling checker, 30,000-word dictionary and card filing program. Spell checker and dictionary loaded with the main program. 40, 80 and 128 column screen modes and fast screen response. Tutotrial file makes learning the system easy.

Tasword

Tasman Software ☎ 0532 4388301
464, 464D, 6128 £19.95 tape, £24.95 disk ● AA1

464 is the tape-based version (the same as Amsword). 464D has enhancements for a disk drive. 6128 makes full use of a 6128's extra memory. The latter pair include mailmerge facility. Easy to get to know: comprehensive help screens. Screen operations are slow, but may be customised for greater speed.



Protext

Arnor ☎ 0733 68909
£19.95 tape, £26.95 disk, £39.95 ROM ● AA3
Lightning fast on all tasks involving screen. True merging from separate files and disks to the cursor position is easy, and *Protext* supports standard CPC RSXs like DISC, TAPE, CAT etc. ROM version is excellent. Bad points: maximum file space limited to machine memory – about 22K on disk, 38K for the ROM version. As used by *AA*, if that's any recommendation (don't answer that).

BUYERS GUIDE PRINTERS

Manufacturers' recommended retail prices are listed as guidelines, but heavy discounts are offered by retailers. Printers require an additional lead for connection to the CPC. You'll need an Amsoft PL-1, which should be available from your local computer stockist.

Citizen 120D

☎ 0800 282692
£199 + VAT ● AA43
Dimensions: 3.7 kgs, and 370mm x 90mm x 238mm. Draft quality is 'dotty,' and poor, but NLQ is sharp and simple. A quiet beast, with cable to the computer connected on the side. Manual includes a complete written breakdown of all the printer control commands and their effects.

Mannesmann Tally MT81

☎ 0734 788711
£149 + VAT ● AA43
Dimensions: 70mm x 100mm x 265mm; weight, 4.5 kgs. Prints Epson and IBM graphics. Draft mode print quality is good: square printhead pins put ink onto greater areas. The printed output is more ornate than the Citizen. Manual is superb, but falls down in failing to explain control codes: for that you have to buy the applications manual. Certainly a very good buy.

Panasonic KXP1081

☎ 0753 73181
£219 + VAT ● AA29
Similar to DMP2000/2160: chunky, 9 pins, 10 inch carriage and compatible with Epson codes. Thorough A4 manual, good NLQ mode – better than DMP – and condensed, draft and NLQ modes.



Star LC-10

☎ 0494 471111
£199/259 + VAT ● AA32
First price is for standard dot matrix printer. Fonts selected by button, rather than typing in fiddly control code. Second price is for relatively inexpensive colour model. Uses multi-colour ribbon to produce different mixes, though there are currently few commercial programs which can take advantage of this capability.

BUYERS GUIDE INTERGRATED PACKAGES

Info-Script

Brunning ☎ 0245 252854
£50 disk ● 128K only ● AA35
Billed as the "complete database with word-processor and spelling checker", it's best with 256K. Well set up, easy to use and allows for changes in layout and content. Recently 'supercharged'.

Mini Office II

Database ☎ 0625 878888
£14.95 tape, £19.95 disk ● AA6
Astonishingly cheap word processor, database, spreadsheet, graphics, comms and label printer all-in-one, it's continued to sell, and sell, and sell... Not full specification, but at this price who's complaining?



Protext Filer/Office

Arnor ☎ 0733 68909
£24.95/£34.95 disk ● AA34
Database that works comfortably with *Protext*, has powerful sorting options and comprehensive invoice printer. Can be slow, but good value.

BUYERS GUIDE EDUCATIONAL PROGRAMS

Amstrad Selection

Fernleaf Education ☎ 0474 359037
£25.95 disk/tape ● AA32
For age range 7 to 12+: Seven programs – including *Fletcher's Castle, Market Stall, The Perfume Hunter, The Raiders, Ferry Captain, Treasure*, and *Thorn Sea*.

Arc Master Pack Plus

Arc Education ☎ 0472 812226
£48 disk ● AA32
A massive pack of 90 programs: Junior; Primary; a parent/child adventure; DR Logo and word games. Each set available at £10 tape and £12.50 disk. Well presented with good graphics, reasonable musical ditties and plenty of options.

Kosmos

Kosmos ☎ 05255 3942
£9.95 tape, £13.95 disk ● AA32
Answer Back Junior Quiz lets you either answer the question, make a choice from a number of options or say whether something is true or false. There's also *Factfile 500*, sets of additional questions for the program: arithmetic, spelling, sport and natural history.

The other range from Kosmos: vocabulary tutors in French, Spanish, German and Italian.

Play School

School Software ☎ 010 353 6149477
£9.95 tape, £14.95 disk ● AA32
Six different utilities including *Counting, Find It, Paintbox, Shapes, Match-up* and *How Much? Paintbox* is the best. Other programs in the range are also worth a look, including *Biology, Chemistry* and *Physics* for older students.

Funschool 2

Database Software ☎ 0625 878888
£9.95 tape, £14.95 disk ● AA43
So rare is it that educational software gets into the charts that it made the news pages of the weekly computer press. Actually there are three great packages here: under sixes, six to eights and over eights.



Wordhang

Bourne Education ☎ 0794 523301
£9.95 tape; £14.95 disk ● AA32
One of Bourne's range of ten programs. Others include *Happy Letters, Numbers* and *Writing* (all Infant); *Timeman One/Two* and *Map Rally* (all Junior); and the excellent *Chemistry* and *Physics Revision* (Senior).

BUYERS GUIDE BUSINESS ACCOUNTS

Protext Office

Arnor ☎ 0733 68909
£34.95 ● CPM+, 6128 only ● AA34
Requires *Protext* and *Promerge* to run. Information inputted using *Protext*. Mail merge templates included, and very well implemented invoice printing feature. A genuinely useful business system.

SD Microsystems range

SD Microsystems ☎ 0462 422897
General Ledger ● £19.95 ● AA32 Souped up 6128 version £29.95
Small Traders Pack/Invoicer ● £29.95 ● AA26
Stock Accounting System ● £39.95 ● 6128 only ● AA32
SD Microsystems has a range of quality small business systems. Consult original reviews for in-depth explanations of what each does and how it differs from the others – or better still, ring and ask.

BUYERS GUIDE DATABASES

Masterfile III

Campbell Systems ☎ 0378 77762
£39.95 CPM + ● AA30
With parent/child records – enabling tying together of records, saving space and time. Screen layouts and reports menu selected; not for faint hearts, but good results.

Random Access Database

Minerva Systems ☎ 0392 437756
£29.95 disk ● AA6
40 or 80-column screen. Good mathematical and string operations . Random disk accessing gives speed and power.

● See also *Info-Script* in 'Integrated Packages'

BUYERS GUIDE SPREADSHEETS

AtLast Plus

Rational Solutions ☎ 056681 511
£39.95 ● CPM+ 128K machines only ● AA30
Powerful: developed into user's requirements. Data capacity restricted only by disk size, and splitting fields into smaller elements possible. Printed output impressive. Beefy processing.



Mastercalc 128

Campbell Systems ☎ 0378 77762
£33 disk ● 128K machines ● AA4
Can show two parts of spreadsheet at once. Includes notepad and calculator. Easy to use, but the mathematical formulae can only consist of the four basic arithmetic options. Slows down as more data is entered.

Matrix

Audiogenic Software ☎ 081 861 1166
£29.95 tape, £34.95 disk ● AA18
Uses disk to store data – so good capacity on the plus side, poor speed on the minus side. Graphic options excellent. Onscreen prompts rare, making it hard at first. Calculating power good.

Supercalc II

Amsoft/Sorcim ☎ 0277 230222
£49.95 CPM + ● AA4
First class documentation. Calculations can be determinative – performed on whether or not cell's contents match given value. Excellent help prompts and arithmetic functions.

Cracker

Newstar Software ☎ 245 265017
£49.00 disk CPM + ● AA9
Spreadsheets must be created from scratch. Documentation good, command sequences soon learned. Mathematical functions well done, with random numbers catered for. Files limited to 17K – and formulae programming not well implemented.

BUYERS GUIDE SOUND

Amdrum

Cheetah ☎ 0222 555525
£34.95 ● AA13
Digital drum machine. Editor comprehensive. Not MIDI-compatible: to hear output you plug it into amplifier.

DHCP MIDI Interface

DHCP ☎ 0440 61207
£69.95 interface, £34.95+ disk s'ware ● AA33
DHCP produces MIDI software for various MIDI interfaces for CPC, which are incompatible with each other.

MIDI Interface

Silicon Systems ☎ 061 848 8959
£59.95 interface, £59.95 software ● AA26
Useless alone, but software you can use with it – DX7, FB01, MT32, D50 and CZ101 – is diverse. Software prices vary, and lack presentation of EMR sequencer. High performance.

Miditrack Performer

EMR ☎ 0702 335747
£49.95 interface, £79.90/£89.90 tape/disk s'ware ● AA13
MIDI interface plus sequencing software to drive MIDI-equipped instruments. Records each instrument then plays them all at once. On-screen layout similar to multi-track recorder. Excellent.

Ram Music Machine

RAM Electronics (Datel) ☎ 782 744707
£49.99 tape, £59.99 disk ● AA17
All in one music package: MIDI interface, sound sampler and music editor. Sampler can handle one sample of just over a second. MIDI controller software and music editor comprehensive. No through port, though, so 464 users must use tape version. And you can't edit live played MIDI compositions.

Sound Blaster

Siren Software ☎ 061 228 1831
£34.99 ● AA23
Amplifier and pair of loudspeakers that plug into CPC for maximum 2 watts sound effects.

Foundation Step-Time Sequencer

Foundation Software ☎ 0252 543945
£34.95 disk
Quite simply the only step-time sequencer you can buy for your CPC.

BUYERS GUIDE VISION

Advanced Art Studio

EEC ☎ 0753 888866
£24.95 disk ● AA21
Recently revitalised, this is the user-friendliest, best and most powerful art package: works in all three modes. Can cycle through inks, and cut and paste different areas, transformations and reflections. Fill routines in coloured patterns needs 128K memory. Available as a standard version for £16.95.



AMX Art

Database ☎ 0625 878888
£69.95 disk (includes mouse) ● AA7
User friendly, if little unsophisticated compared to *Advanced Art Studio*, but mouse helps greatly. Colour, spraycans, textures, circles and host of other features.

Cherry Paint

Siren Software ☎ 061 228 1831
£9.99 disk ● AA20
WIMP controlled – i.e. mouse moves pointer to

various icons to pull-down menus. B/W mode 2 only, but fun. Curves are difficult, but this is a bargain.

CRL Image System

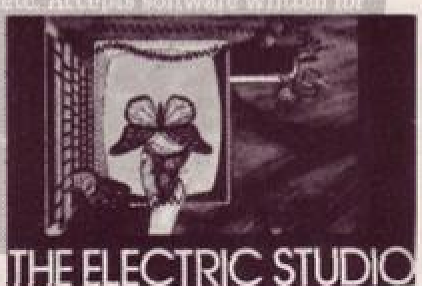
CRL ☎ 01 533 2918
£19.95 tape, 24.95 disk ● AA12
Boasts range of picture manipulations and distortions, but lacks art options. Best on finished pictures – like a mini Quantel box.

DART Scanner

Dart Electronics ☎ 0502 513707
£79.95 ● AA22
Attach reading device to your DMP2000, 3000 or 3160. Feed in picture to printer: device reads in picture as B/W image. Quality on-screen isn't amazing, but it works and it's fun.

Electric Studio Light Pen

Electric Studio ☎ 0462 420222
£19.95 cass, £29.95 disk ● AA1
Excellent drawing software, including rubber-banding shapes and lines, filling areas, spray-can etc. Accepts software written for it.



The Informer

Treasure Island Software ☎ 0492 593549
£29 disk ● AA33
For creating animated displays, suitable for classroom and shop window: takes text, graphics and animated displays and produces slide show. Works best, but not only, with *Parrotry Plus* (see below).

Parrotry Plus

Treasure Island Software ☎ 0492 593549
£19.95 disk ● AA30
Rather than lots of effects used anywhere and at any time, *Parrotry Plus* 'remembers' every alteration and plays through the list to create animation. Note: can't dump pictures to printer without external program.

Vidi Digitizer

Rombo Productions ☎ 0506 414631
£89.95 ● AA15
Grabs picture from video recorder or camera and puts it on CPC screen, allowing you to alter it with an art package. Easy to use. Software on tape, disk or ROM includes superb printer dump routine.

AMX STOP PRESS

Database ☎ 0625 878888
£79.95 disk. 128K only
The Desk Top Publishing package for the CPC. Expensive, but the price includes a mouse. A very powerful package that offers features that you'd find on many of the vastly more expensive Apple Macintosh DTP packages. If you're serious about DTP then consider no other.

BUYERS GUIDE DESK TOP PUBLISHING

Page Publisher

SD Microsystems ☎ 0462 422897
£24.95 disk £19.95 tape 128K only ● AA45
If you can't afford *Stop Press*, then *Page Publisher* is the second best option. Quicker and easier to use than *Stop Press*, but has fewer features. The package to use for DTP on a budget.
The utilities in this section that offer the facility of BACKING UP disks and files should be used only for that purpose. They are not designed to be used to pirate software, and anyone who uses these products for that purpose is breaking the law.

BUYERS GUIDE UTILITES

Nirvana

Goldmark Systems ☎ 0707 271529
£15 disk, £26 ROM ● AA51
Excellent disk utility that allows you to copy files and disks easily. Uses all the computer's memory to minimise disk swapping. Includes disk editor and powerful archiving software that allows you to back up entire disks to tape - rather like a tape streamer on business computers. Once you have used *Nirvana* then you'll never go back to using CP/M to copy files again!

Hackitt

Siren Software ☎ 061 228 1831
£34.99 ● AA52
Similar in operation to the Multiface, but aimed at the more dedicated hacker. Has a built in mini assembler and lots of useful hacking utilities. Not really suitable for the novice, as a working knowledge of machine code is required.

Multiface II

Romantic Robot ☎ 01 200 8870 ● £47.95
Extremely popular dongle that allows you to freeze software in its tracks. You can save entire memory to disk or tape. Very useful for cheats – you can save a game when you finish a level and always continue from that point. Memory can be examined and altered, so it's handy for hunting out those extra lives.



RSX-LIB

Smogware Systems ☎ 0603 749132
£19.95 disk ● AA51
A neat piece of software that allows you to compile a library of RSXs from machine code routines. It can re-locate machine code and automatically set up RSX tables, making it ideal for compiling custom-designed extended BASICs.

Speedking

Konix ☎ 0495 350101 ● £ 11.95
Strangely-shaped joystick moulded to fit in your hand. People tend to be polarized in their opinions about this one – they either love it or hate it. Design makes it not much use for left handed people.

BUYERS GUIDE JOYSTICKS

Competition Pro

Dynamics ☎ 061 626 7222
● £14.95, £15.95
Old favourite joystick loved by many. Sturdy and well-built microswitch design that will outlast years of waggling. Trendy see-through version available for a pound extra.

Navigator

Konix ☎ 0495 35010 ● £14.99
Handheld joystick that follows Konix's usual strange design convention. The stick is held at the bottom with the control lever on top. Comfortable, once you get used to it.

Quickshot Turbo

Spectravideo ☎ 0235 555455 ● £10.95
The best of the 'aircraft-style' joysticks. The fire button is on the 'yoke' itself, making it a favourite for shoot-em-ups. At its best when used stuck to a desk with its suction pads.

BUYERS GUIDE COMMS

Micronet starter pack.

☎ 0800 200 700 ● £138
Contains all you need to get started in comms, including a year's subscription to Micronet. The Modem is a very basic model, but the overall package is great value for money.

Pace Linnet

☎ 0274 488211 ● £174.80
Medium-priced Hayes-compatible modem that offers good features for the money. Supports the V21 and V23 standards, which should cater for most people's needs.

Amstrad SM2400

☎ 0279 454555 ● £286.35
Expensive, but everything that you're ever likely to need in a modem. Auto-everything, supporting V21/22/22bis/23 baud rates and both pulse and tone dialing, this Hayes-compatible modem is a top-notch product.

BUYERS GUIDE DISK DRIVES

DD-1

Amstrad ☎ 0279 454555 ● £149.95
Essential for 464 owners who want to upgrade to using a disk system. The package includes an interface that contains the disk operating system, and an FD-1 Disk drive.

FD-1

Amstrad ☎ 0279 454555 ● £99.95
Second 3-inch drive to add to your system. Two drives are more convenient for data transfer between disks, and improve the user-friendliness of certain programs.

3.5-inch second drive

Siren Software ☎ 061 228 1831
● £109.99 -£119.99
High-capacity second drive that can store 800K of data on a single 3.5 inch disk.

Owners of the 464 must already have a DD-1 in order for it to work on their machine. The standard disk operating system cannot make full use of the extra capacity of the drive, and an extended operating system is needed. The price depends on whether the new DOS is on disk or ROM, the latter, naturally, being the more expensive.

AA SMALL ADS

For Sale

ORIGINAL program for flat/n hunt racing, not protected for you to change recent data and full listing £5. Pinpoints clearly best rated horse. Cheques/PO's to A. Vassallo, 14 Ipswich Road, Colchester, Essex, CO1 2YD.

"SIREN" megadrive, 800K (unformatted) 31/2" second disc drive for CPC464, virtually unused, with RAMDOS and (latest) Maxidos discs with handbooks. Genuine bargain at £75.00 Phone Tom (091) 2661280 evenings and weekends.

DDI disc drive and interface complete with cable and CP/M DOS software £95.00. Phone (0752) 346052.

AMSTRAD CPC6128 green monitor, modulator, Multiface 2+, tape recorder, loads of games on disk and tape, magazines, blank disks, and manual. Buyer collects. £350. Phone 0458 42977.

AMSTRAD for sale very good condition also has colour monitor and 13 games as well. If interested phone Philip 081 675 6404. Sell for £230 worth £400.

PROTEXT CP/M for CPC 6128. Manuals etc £30 ono. Or part exchange Protext Amsdos disc version. Jan Droyd, 47 Woodside Gardens, Sittingbourne, Kent ME10 1SG. Tel 0795 425519.

AMSTRAD LQ3500 printer and Mini Office. Two hardly used boxed £280.00. Also 22 games. Titles, discs and cassettes worth £150 going for £100 the lot. Phone 0245 491827 evenings.

MULTIFACE MKII. Recently upgraded to ST. Trying to get rid of Multiface and loads of original tape games. Multiface £20 ono, games from only 25p. Tel Robert, Colchester (0206) 298900 after 6pm.

AMSTRAD 464 colour monitor, clock radio, TV tuner, loads of games including Robocop, Double Dragon, few months old, excellent condition plus joystick for £450. Telephone (0734) 576055

AMSTRAD 6128, green screen, modulator, mouse and art packages, cassette player £320. 150 tape games £75. Multiface + 100 discs half games £75 or £400 the lot. Ring Ware (0920) 467982.

AMSTRAD 464 CPC green monitor, DDI-1 disc drive, DMP2160 printer, auto-fire interface, joysticks, dust covers, 100+ games, manuals, good condition £300 ono. Tel Hayes, Kent 081 462 8538 ask for Graham.

SWIVEL "absolutely brilliant", the Undertakers and Gravediggers Chronicle, "Ok Yah" the Yuppie Gazette. Send blank disc or tape plus £2.00 to Rebus Software, 27 Fairfoot Road, Bow, London E3 4EG.

CPC 464 tapes, games £200+ of which £100+ are unused, like Magnum Light Phaser. All for £100 or £200 with colour monitor. Phone 0425 653251 for more details.

AA BACK issues, good condition issues 16-25, 26-35, 36-45, 46-55 £10 each bundle including postage and packing. Phone 0203 636586.

CPC 6128 colour monitor, excellent condition. Disc software worth over £200. Mouse, Lightpen, Multiface II, Cassettecorder with leads, filter screen. Altogether worth £700, will sell £399. Telephone Matthew Sice, evenings Stourbridge 378801.

SUPER Quiz - A general knowledge quiz for CPC (tape only) £6.99. Plus: £100 competition. P. Thomas, 66 Huntingtower Road, Sheffield S11 7GT (please mark Super Quiz) extra data tapes available soon!

MIDI interface and software (EMR) £90, Tasword, Tasprint, Tascopy £30, the lot, Amdrum plus tapes £15, Protext CPM word processor (includes mailmerge, dictionary) £50. Arthur Marshall 051 645 1917.

CPC 464 with colour monitor, disc drive, joystick, Light Pen, 50 programs on disc and tape (both serious and games) also some magazines and books £200 ono. Phone 0457 873080.

CPC 6128, green screen with 30 blank discs: £110 phone 081 950 1568.

CPC464 plus mono monitor, DD1 disc drive, memory expansion, Romboard, 6128 ROM, speech synthesiser, CP/M, Maxam and lots of software. Worth over £600. Sell for £300 ono. Andrew Price, 48 Lockington Crescent, Dunstable, Beds LU5 4SU. Tel 0582 609533.

ARE you brain dead? Find out by going into a Trance. Numb your fingers not your mind. Win the prize now £100! Disc only £14.99 excludes Asprin. Phone 06527 584 Monty.

AMSTRAD colour CPC464 with 6128 chip DD1 64K RamPack, Fleet Street Editor software and manuals. Phone Mark Gidney 081 653 5557. Evenings or 081 688 7777 ext 173 daytime. Price £150 ono the lot.

CPC 6128 mono, colour adaptor, RS232 DD1 extra drive, also 51/4 inch drive plus software, Light Pen £250 total. Will split. Ring 0243 787970 any time. Buyer collects Bleep 594.

CPC 6128 colour monitor, Multiface 2, Insider, 16 big title games, AMX, Stop Press and mouse, 18 discs, excellent condition with dust covers and mags £375 ono 0458 251607 (Somerset).

CPC 464 colour monitor, joystick, speech synthesizer 220 quality games including Batman the Movie, Chase HQ, Ghostbuster II, Italy 1990 and GAC Amstrad mags, altogether worth £750 sell for £500 ono 0302 859626.

CPC 464 colour monitor, over £400 worth of games including Castle Master 1 and 2, Laser Squad, Rainbow Islands, X-Out, E-Motion. Selling for £300 ono. For more information phone Ben (0264) 51927.

CPC 464 monochrome monitor, excellent condition £440+ worth of games including Ghostbusters 2, Chase HQ, Robocop, Shinobi, Batman (movie) and billions more! Also joystick, altogether worth £650+. Sell for £290. Phone Douglas on (081) 341 9637

CPC Viewdata Comms package. Amsters cage Rom (for original Amstrad RS232 interface) and modem, handbooks, modem cable £27.50 ono or exchange CPC serious software, expansion hardware Tel 0823 270822.

HUNDREDS of games for Amstrad computers. Send SAE for list to Frank Robinson, 72 London Road, Slough Berkshire SL3 7HR.

CHEATS Handbook 2: stuffed with cheats and tips for tons of games. Eg Turrican, Man Utd, Italia 90, also cheats handbook 1 eg Kickoff, Wildstreets £2.99 each £5.00 for 2. P.O/Cheques to Y Pang, 12 Rheingold Way, Wallington, Surrey SM6 9NA.

Services

FIRE HORN worn out? No Gold? Bards Tale parties for tape version with gold, spare Fire Horns, Free with beginners guide £4.00 cheque or P.O to Angela Allum, P.O Box 116, Bracknell RG12 4PQ.

PRINTER ribbons for the Amstrad DMP re-inked. £2.00 per ribbon. For more than two it is £1.50 per ribbon. Send your ribbons to A.P.B. Enterprises, Tweedmount, Lower Road, Hartlip, Kent ME9 7ST.

OVER 360K of yet unseen Amstrad programs for ony £2.50 (to pay for tape, copying, postage) Send cash and own address to TS, 13 Meadow Close, Cononley, W. Yorks BD20 8LZ.

Other

EARN £3-4 per hour from home part-time distributing leaflets by post, age, experience unimportant. Must be trustworthy. Also overseas employment guides for sale. Send SAE. Y Pang, 12 Rheingold Way, Wallington, Surrey SM6 9NA.

EARN good money in your own home business, easy enjoyable and very profitable send SAE for free details to Firtree Products, 50 Firtree Grove, Boldmere, Sutton Coldfield, Birmingham B73 5UN Dept 21.

MONEY from your micro, turn your PC into a profitable home based business. Do not delay! Send SAE for exciting free details to: Capital Marketing, 11 Uxbridge Street, Kensington, London W8 7TQ.

FED up with playing games? Find manual perplexing? Try Basic beginners course by experienced lecturer for cost of magazine. Well tested. Full details send 9" x 4" SAE to ABC, 68 Northfields, Clowne, Chesterfield.

PRINT-OUT (issue 5) contains 46 pages of articles which cover all aspects of serious CPC computing. Including Machine Code and BASIC tutorials, programs, CPM, Homebrew, Public Domain, hints and tips, news and views, and much more. cost is 70p + A4 SAE (28p stamp) from Print-Out, 8 Maze Green Road, Bishop's Stortford, Herts CM23 2PJ.

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.

You can place an ad up of up to 30 words for just **£5**.

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MONTY PYTHON

1

Virgin

Ideal for everyone who's always wanted to be a lumberjack or enjoys toad-sexing. Help Grumby on his scrolling search for spam, cheese, spam and spam. Fire fish to kill the baddies.

Description	Price	Order No
M. Python Cass	**£7.99**	**AA623AC**
M. Python Disk	**£10.99**	**AA623AD**

CRUISER

2

Powerplay

The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. *"You can even hit people with it too!"* Trenton W.

Description	Price	Order No
Cruiser Joystick	**£9.99**	**AA618**

IRON MAN

3

Virgin

Ivan 'Ironman' Stewart's Super Off-Road Racer. A super sprint style racer for up to three players. Collect icons, upgrade your truck and burn some rubber!

Description	Price	Order No
Iron Man Cass	**£7.99**	**AA624AC**
Iron Man Disk	**£10.99**	**AA624AD**

SPRITES ALIVE

4

Glenco

For programmers on the CPC. This latest version comes complete with compiler to "turbocharge" your programs. **(Disk only)**

Description	Price	Order No
Sprites Alive	**£24.95**	**AA620**

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SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 80/91

PIPE MANIA

8

Ent. Int.

Drive yourself insane with this looney game of pipes and plumbing! *"36 levels of piping hot fun"*. Trenton Webb.

Description	Price	Order No
Pipe Mania Cass	**£7.99**	**AA623AC**
Pipe Mania Disk	**£10.99**	**AA623AD**

IRON LORD

9

Ubi Soft

Superbly detailed gothic fantasy where you must raise an army and rid your kingdom of it's evil ruler. Graphics are amazing.

Description	Price	Order No
Iron Lord Disk	**£14.99**	**AA625AD**

AA T-SHIRT

10

Are you one of the many loyal CPC owners who avidly reads *Amstrad Action?* If Yes, then spread the word by wearing this superb American T-Shrit.

Description	Price	Order No
Med T-Shirt	**£4.99**	**AA361R**
XL T-Shirt	**£4.99**	**AA362R**

AA BINDER

11

Keep your valued *Amstrad Action* magazine collection together in this bright red binder.

Description	Price	Order No
One Binder	**£5.99**	**AA417R**
Two Binders	**£9.00**	**AA4172R**

E-MOTION

5

US Gold

Enter the world of molecule tugging and towing and face the hard challenge of level 50. You have been warned!

"E-Motion is A-Mazing" Trenton Webb.

Description	Price	Order No
E-Motion Cass	**£7.99**	**AA621AC**
E-Motion Disk	**£10.00**	**AA621AD**

TURRICAN

6

Rainbow Arts

Take *Turrican* into battle in this full-blooded shoot-out game. A massive game to keep you going for a very long time.

Description	Price	Order No
Turrican Cass	**£7.99**	**AA622AC**
Turrican Disk	**£10.99**	**AA622AD**

STOP PRESS & MOUSE

7

Database Software

If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

Description	Price	Order No
S/P & Mouse	**£64.95**	**AA606**

MAIL ORDER

3



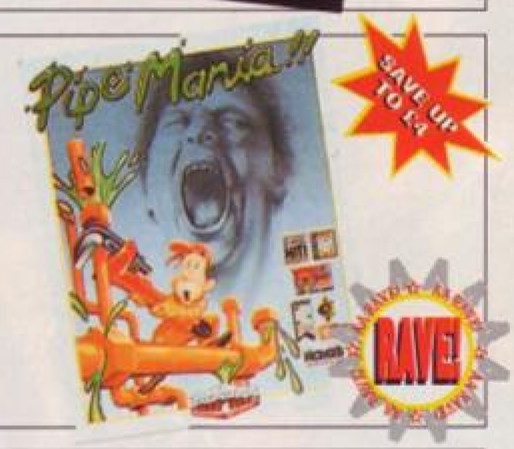
4



7



8



11



12





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ISSUE 56	£1.45	AA5
ISSUE 57	£1.45	AA5
ISSUE 58	£1.45	AA5
ISSUE 59	£1.45	AA5
ISSUE 60	£1.45	AA6

FUN SCHOOL 2

12

Database Software

Bumper packages of educational software for infant and primary school age children.

Three complete suites of eight programs.

Teddy Bear Under 6's/Frog 6-8/Robot Over 8's

Description	Price	Order No
Teddy Bear Cass	£6.95	AA292AC
Teddy Bear Disk	£8.95	AA292AD
Frog Cass	£6.95	AA293AC
Frog Disk	£8.95	AA293AD
Robot Cass	£6.95	AA294AC
Robot Disk	£8.95	AA294AD

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AAFTERTHOUGHT

Well, another Skirmish has come and gone, and it's time for the battle honours to be awarded to those brave (read *stupid*) souls who went charging, weapons in hand, through the Warminster Woods. *AA* was represented by Ollie, James and Adam (Rod stayed at home – coward), all of whom covered themselves in mud, if not glory.

James kept getting shot by Adam, and eventually settled for following Trenton around, trying to pick up tips from the master... and still getting shot by Adam.

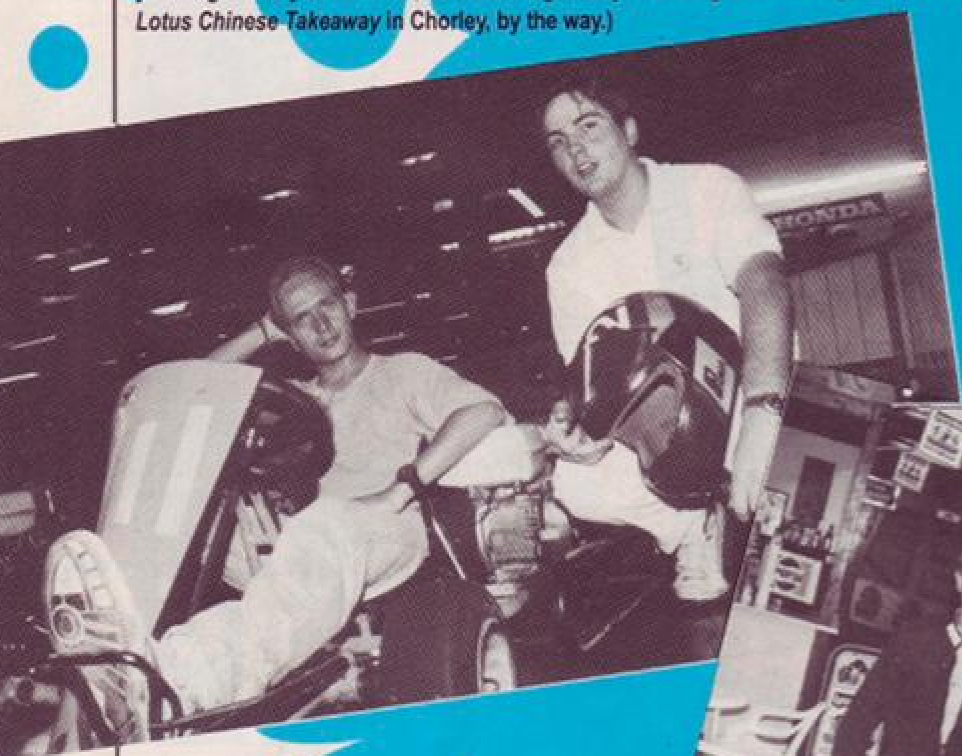
Adam kept following Trenton around because he knew that's where James would be. Displaying an astonishing grasp of woodland warfare, Adam is also a keen gardener, able to recognise many different kinds of twig.

Ollie followed himself around a lot of the time, but still managed to shoot six enemies, three larches, forty-six clods of earth and a marshall. He gets a special award for sprinting through the woods uttering his fearsome battle cry half an hour after everyone had gone home.

● For all those who haven't got the faintest idea what we're talking about (*nor me – pub*), Skirmish days out are organised by a company which specialises in pandering to the tastes of latent psychos. Each day out consists of a dozen or so "wargames" whereby the forty or so attending are split into two teams, equipped with paint-pellet guns and given different scenarios to act out. Funny, they always end up with a lot of shouting, running, falling down and sulks.

JAMES PIQUET STRIKES AGAIN

Our James is a bit of a tearaway, you know. Not only is he a keen skirmisher, he's also not long back from a karting bash in Andover with Trenton. "It was nothing really", he observed correctly, "I mean either you've got it or you haven't", he added regretfully. "I once got offered a job at Lotus you know." (That's the *Lotus Chinese Takeaway* in Chorley, by the way.)





● Trenton (mine's a red one) Webb and James (what's wrong with Morris Minors?) Leach.

DIGITIZER COMPETITION

Rod donned his poshest tuxedo and dinner jacket (well, he had to hire it from Moss Bros actually) to announce the winner of our sooper dooper Rombo Digitizer competition. The lights dimmed. The conversation ceased. After fumbling aroung in his pocket for a minute or two he produced a crumpled silver envelope. In a booming baritone voice he made the announcement that we'd been waiting for so long to hear...

"The winner is John Titmus from Morton in Marsh!"

Well done John! You prize is being wrapped up and sellotaped at this very moment.

Oh yes, the answers.

1. John Logie Baird.
2. VHS.
3. Oh yes, No doubt about it. Really I could.

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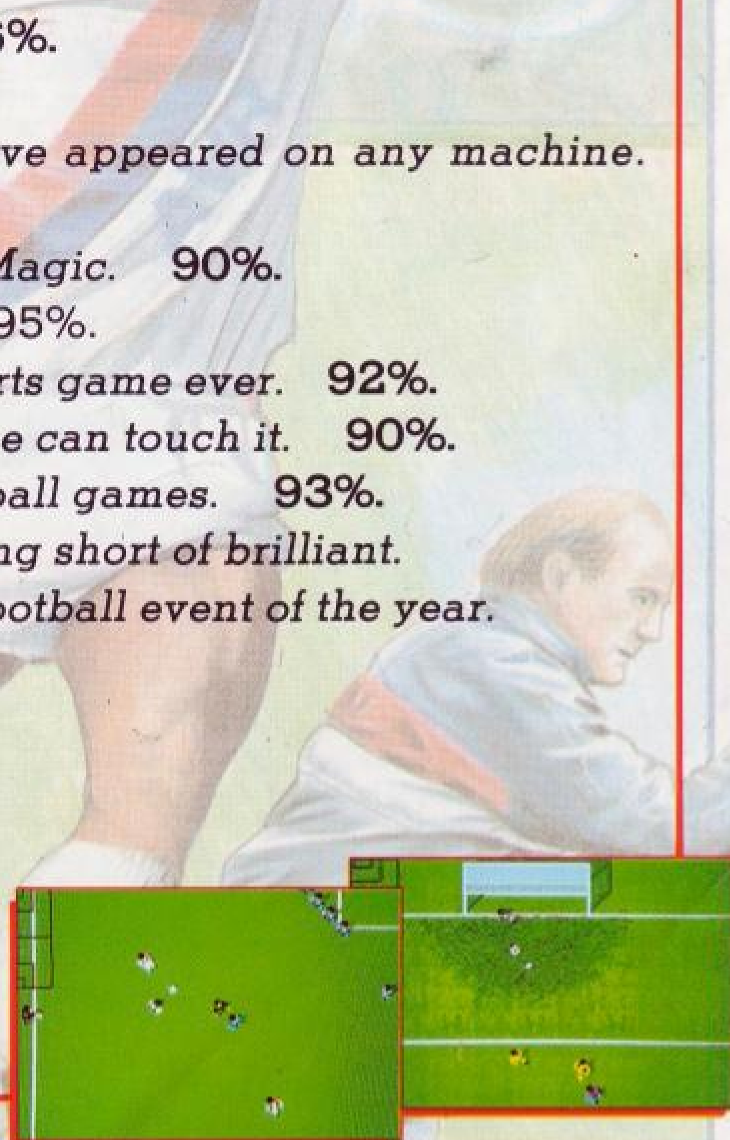
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